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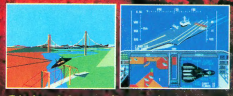

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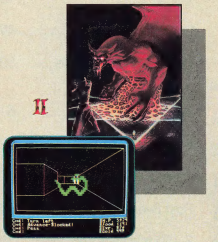

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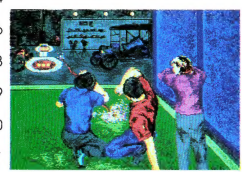

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EDITOR'S NOTES

For PC game players, the news just keeps getting better and better. The number and variety of games available to you today are amazing. As we put together this issue of the *Game Player's PC Buyer's Guide*, we were once again surprised at the wealth of games from which to choose. If we'd had the space, we could easily have doubled the number of good PC games described and shown here.

And what's equally pleasing is that the overall quality of the games available now generally runs from the excellent to the above average — no matter what type of game you're looking for. With the growing popularity of EGA and VGA color graphics, add-on sound boards, more computer memory, and faster processors, PC games are entering new levels of sight, sound, and playability. You'll find many of the best of them in this issue.

As you browse through this guide, you'll discover virtually every sort of computer game. From sophisticated simulations of history and flight to fast-twitch arcade-style action games, from sports games and role-playing adventures to computer versions of popular card and board games, there's something for every game player's taste.

But the best is yet to come. As you'll see in our article on the 1989 Winter Consumer Electronics Show, game developers are zeroing in on the PC as never before. And you'll be seeing many more crossover games for the PC coming from the Nintendo, Sega, and Atari videogame systems this year. Upcoming issues of the *Game Player's* strategy and buyer's guides will bring you all of the best games being introduced for your computers.

So, enjoy this issue and stay with us in the future — the games have just begun!

Selby Bateman
Editorial Director

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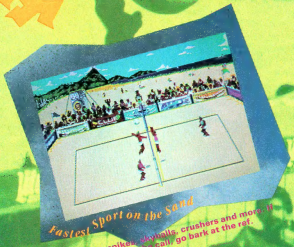

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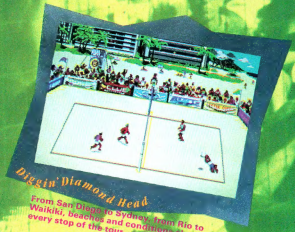

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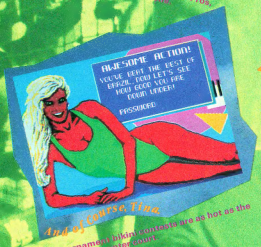

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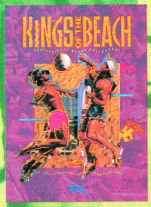

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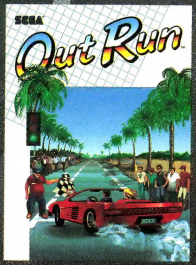

Hot car. Hot music. Hot scenery – beaches, cities, snowy mountains, deserts and the blonde next to you will tempt you to take your eyes off the road. At close to 300 KPH, our advice to you is a 4-letter word. DON'T.

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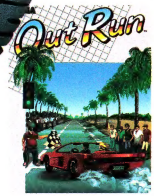

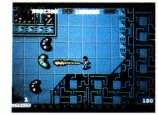

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THE PC-VIDEOGAME CONNECTION

News From The 1989 Winter Consumer Electronics Show

LAS VEGAS — Perhaps the biggest news of this year's Winter Consumer Electronics Show was the news that *didn't* happen. Nobody introduced the advanced 16-bit home videogame machines that were widely rumored before the show.

In the weeks before this huge industry trade show opened in January, there was speculation that 16-bit game machines might be introduced by Nintendo, Sega, NEC, Commodore, or Atari. Built around powerful 16-bit microprocessor chips (as opposed to the currently used 8-bit chips), the new game machines would be capable of graphics, sound, and game play even more sophisticated than what's possible on an 80286-based IBM AT-compatible personal computer with an EGA board — yet would cost under $200.

These game machines aren't the product of overanxious imaginations. They definitely exist, and are currently available in Japan from Nintendo, Sega, and NEC. Two U.S.-based companies, Commodore and Atari, figured into the rumors because both currently sell 16-bit personal computers with similar graphics and sound. Rumor had it that Commodore was thinking of bringing out a game-machine version of its popular Amiga 500 computer for under $200, and that Atari might do likewise with its ST-series computers.

But no such hardware surfaced at this CES. At a panel discussion on the videogame industry, American executives from Nintendo, Sega, and NEC indicated that their Japanese parent companies feel the U.S. market is not yet ready for 16-bit game machines. The most likely explanation is that Nintendo and Sega don't want to prematurely kill off U.S. sales of their popular 8-bit game machines. Nintendo says that it alone expects to sell about seven million more machines in the U.S. this year, which would expand its total in the U.S. to a whopping 18 million units.

Jetfighter: The Adventure is a stunning new flight simulator for PC compatibles. It features real-world scenery and several different viewpoints.

Cross-Pollination

What do home videogame machines have to do with PC-compatible computer games? Plenty. The unexpected resurgence of game machines over the past three years (unexpected because nearly everyone thought they were dead after the vide-

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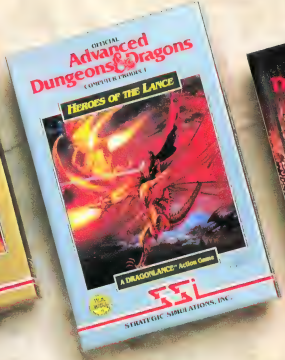

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THE PC-VIDEOGAME CONNECTION

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ogame crash of 1983-84) has drastically altered the entire electronic game industry. Thanks to widening licensing agreements, we're seeing a lot more cross-pollination between the three segments of the game market: computer games, home videogame machines, and coin-operated arcade games.

The home game machines are dominating the field. Whereas the sales of a hit computer game are usually measured in tens of thousands of units, a hit Nintendo game is measured in *millions* of units.

Here's what this means to you, as a game player. Increasingly, hit games such as *Double Dragon* are moving from the coin arcades to Nintendo machines to personal computers, including PC compatibles. And hit computer games like *Tetris* are moving from PC compatibles to Nintendo machines to the arcades. Furthermore, this migration is happening faster and faster, sometimes completing the cycle in a matter of months.

So if you want to anticipate which new games will be available for your PC in the near future, pay attention to what's hot in the arcades and in the Nintendo cartridge racks at toy stores. And if you enjoy dropping a few quarters into a coin-op game now and then, watch for some of your favorite computer games to be reborn at your neighborhood video arcade.

The Talk Of The Town

Despite the absence of 16-bit game machines at the Las Vegas show, there were still some new products that attracted atten-

Double Dragon, a hit martial-arts game for Nintendo machines and in the arcades, is now available for PC compatibles from Arcadia.

tion. One was *Jetfighter: The Adventure* from Velocity (distributed by Broderbund).

Not another flight simulator, you say? Well, Velocity is out to prove that flight simulators still have room to improve and that there's still room for a little-known company to surprise everyone with a good product.

Jetfighter seems destined to become a standout in a crowded field. You really need an AT-class computer and an EGA graphics board to make the most of this program, but the reward is an unusually responsive and graphically detailed jet simulator. You have a choice of piloting an F-14, F-16, or F/A-18 over real-world California scenery. The controls are realistic,

continued on page 14

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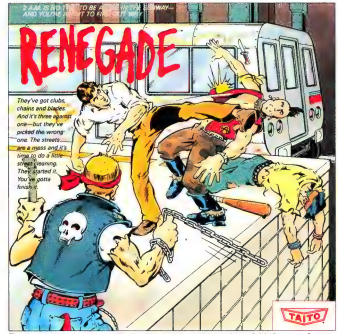

This is the original arcade hit. Thrill to the arcade quality graphics of this fast-paced, street-style karate brawl. Find out what real action is all about!

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THESE ARE TWO HUNGRY DINO-MIGHTS AND THEY'RE GOT BUBBLE FIGHTN' FUN DOWN TIGHT...You and your two brontosaurus buddies, Bub and Bob, are up to your brows in bubble trouble. You've got to battle battalions of bad lies by blowing and bursting billions of bubbles. It's a fast-paced bubble banquet through 100 screens of step-happy suds. Got an appetite for fun...then get blowin'.
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TAITO

FULL 16 COLOR EGA AND TANDY GRAPHICS. 4 COLOR CGA ALSO SUPPORTED • AVAILABLE IN 3.5" AND 5.25" FORMATS • COMING SOON, THE CLASSIC MIND GAME, QIX.

continued from page 10

but not too complicated to prevent you from having fun. And the opening graphics sequence, in which a satellite view of the California coastline zooms in to a close-up of your jet sitting on the runway, is breathtaking.

Another burgeoning category is sports games. Epyx popularized this trend back in 1984 with its Olympics-inspired *Summer Games*, since expanded into several lines of sports simulations. Electronics Arts also scored big with titles like *Jordan vs. Bird: One on One* and *Earl Weaver Baseball*. Now Accolade is expanding its lineup with three new sports games for PCs: *Fast Break* (three-on-three basketball); *T.K.O.* (boxing); and *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf*. They join Accolade's current sports games for PCs: *Serve & Volley* (tennis) and *4th & Inches* (football).

Other exciting new sports games to watch for are *John Elway's Quarterback*, *Magic Johnson's Basketball*, and *World Trophy Soccer*. All are Melbourne House titles from Mastertronic, and are due to be released for PCs in February and March. By the way, these are perfect examples of cross-pollination, because they're also appearing in coin arcade versions under Mastertronic's Arcadia label. (In fact, these particular arcade machines are really personal computers in disguise — internally, they are Commodore Amigas!)

Not to be left out, Epyx is reasserting its leadership in sports games with an interesting new line. They've already done Olympic Games, and Street Games, and even *California Games*, so what's left? Future Games. The first entry in this line is *Skate Wars*, something of a futuristic roller derby. Who knows — it may spark a whole new trend.

Winner for the longest game-name of the year: *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf*, an entertaining sports game from Accolade.

Velocity Development Corporation, P.O. Box 915, Sherman, TX 75091-0915 (903) 893-2626. Jet Fighter, The Adventure, and Velocity are trademarks of Velocity Development. All characters are a trademark. ©1988 Electronic Arts. All rights reserved. Manufactured by Electronic Arts. Commodore, Amiga are trademarks of CBM Amiga. Suggested retail price $49.95

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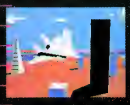

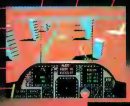

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Jet Fighter.™ For your IBM PC, Tandy or compatible.

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The latest in PC gaming news and previews

SPIDER-MAN MEETS DOCTOR DOOM

Comic book heroes Spider-Man and Captain America take on the dastardly Doctor Doom and a host of Marvel Comics' super-villains in the new interactive PC game, *Doctor Doom's Revenge*. The new game unfolds like a comic book, but players take control of Captain America and Spider-Man in each of more than 20 arcade-style battle screens.

Doctor Doom heads for your PC.

Doctor Doom's Revenge can be played by one person or two people playing together. It will be packaged with a special Marvel comic book that tells the story leading up to the game. The program requires a minimum of 256K memory, and will support CGA, EGA, VGA, and Tandy 16-color graphics, as well as the Ad-Lib sound board and the Hearsay 1000 speech synthesizer. Paragon Software (distributed by Medalist International) 180 Lakefront Drive, Hunt Valley, MD 21030.

ACCOLADE RELEASES *THE DUEL: TEST DRIVE II*

Accolade's popular car racing game, *Test Drive* (more than 400,000 sold), now has a sequel with even more playing power, as well as a couple of accessory disks being released simultaneously. *The Duel: Test Drive II* pits the Ferrari F40 against the Porsche 959. You can race against the clock, Ferrari against Porsche, or each car can race against a replica of itself.

Two optional accessory disks are also available for *Test Drive II*. *The Supercars* offers five additional elite race cars, such as the '89 Corvette ZR1, the Ferrari Testarossa, and the '88 Lamborghini Countach 5000S. *California Challenge* enters *Test Drive II* racers into an adventurous six-leg road race down the California coast.

The PC version of *Test Drive II* has a suggested retail price of $44.95, and each accessory disk costs $19.95. (Look for much more about this in the next issue of the *Game Player's PC Guide*.) Accolade, 550 South Winchester Blvd., Suite 200, San Jose, CA 95128.

Search for the Titanic includes digitized screens of the actual sunken ship.

TITANIC SIMULATION GAME

Search for the Titanic is a new adventure simulation game that includes more than 75 shipwrecks to find and explore, including the famous Titanic. The game features more than 100 navigational maps and charts, 47 ports of call, realistic weather patterns, minisubs, and digitized pictures from the actual photos taken of the Titanic at a depth of more than 12,000 feet.

You begin the game as an inexperienced oceanographer, building your reputation by finding sunken ships, and finally working your way to the Titanic. The game requires a minimum of 256K and supports CGA, EGA, or VGA graphics. Capstone Entertainment (a division of Intracorp) 14160 SW 139th Court, Miami, FL 33186.

■

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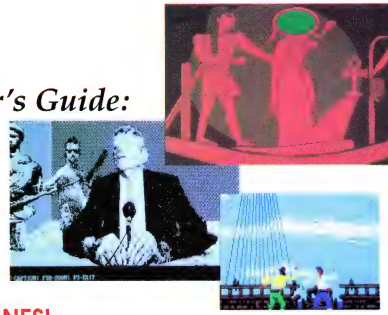

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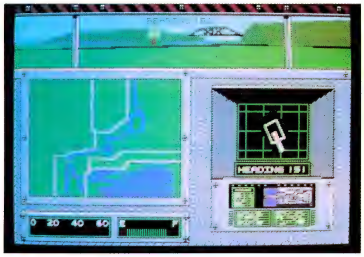


2

Abrams Battle Tank

Your Abrams M1A1 battle tank locks onto a Soviet FST-1 tank. Using the telescopic gunner sights, start the 120 mm cannon firing and then move the tank quickly up a small incline. The Thermal Imaging Night Sighting system follows several other tanks as you charge down a slope toward the battlefield below.

This is *Abrams Battle Tank*, a combat tank simulation that really puts you in the driver's seat. There are eight combat missions with a variety of enemies, situations, and terrain. There's also a World War II campaign for you to try.

The M1 gives you four different crew stations, with four different viewing perspectives — commanding officer, gunner, driver, and loader. Fire your weapons from the gunner's station, or get a wider view of the battle ground from the cupola. Use your 120 mm cannon, or try a variety of cannon and missile fire as you go after helicopters, buildings, and a huge array of Soviet battle tanks.

But don't think you can simply drive around blasting everything in sight. There are 15 types of Soviet *and Allied* vehicles to identify or destroy. You also have to return to one of your bases for repair and more ammo.

Screens Shown

1 *Abrams Battle Tank* uses excellent three-dimensional color graphics.

2 You can view maps of the battle area of find enemy and allied bases.

Product Information

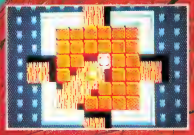
IBM, Tandy, and most compatibles; CGA or EGA graphics; 512K minimum memory; keyboard recommended. Electronic Arts.

Hints & Tips

- You receive orders and battle ratings from the Commander. Foul up and you're history.
- The computer decides the level of difficulty and whether it's night or day. So, be prepared.
- Some weapons are better than others in certain situations. Learn your weaponry as soon as possible.

TITAN

AMIGA
ATARI ST
PC AND COMPATIBLES
C 64, 128



TITUS

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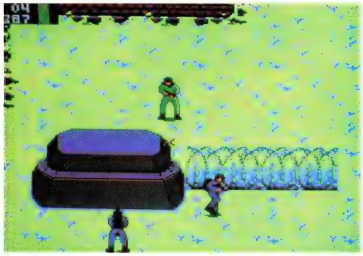

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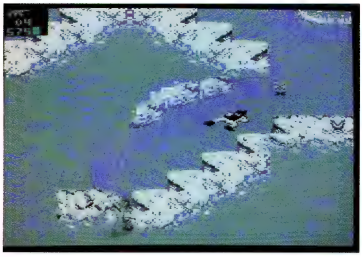

2

Airborne Ranger

Airborne Ranger retains the bang-bang excitement of a good arcade game, but in all other respects it is a much more realistic simulation of the stresses and tactics of infiltration, stealth, and small-arms combat. Good aiming and quick reflexes are still a prerequisite for success, but the missions you perform in *Airborne Ranger* also require sound tactics, good planning, and a cool head.

There are a dozen missions to choose from, involving infiltration, sabotage, destruction of vital targets, the theft of a secret code book, and the liberation of hostages. Missions take place on a variety of terrains, including desert and Arctic landscapes — with each kind of terrain imposing special challenges and affording special advantages to the attacking Ranger.

The animation effects are quite convincing and the action graphics are as good as those found in many arcade games. The missions don't get easier, but with practice, good marksmanship, sound tactics, and a little luck, you at least have a fighting chance. You'll also have a lot of fun.

Screens Shown

1 In some scenarios you'll need cunning more than firepower.

2 For maximum stealth, hug the bottom of ravines and trenches, then crawl.

Product Information

IBM, Tandy, and compatibles; CGA, EGA, Hercules mono, VGA, or Tandy 16-color graphics requires 384K memory; MCGA graphics requires 512K; joystick recommended. MicroProse.

Hints & Tips

- Match the right weapon against the right defense. LAW rockets are useless against barbed wire, but mines and grenades will work.
- It doesn't help to load up with too many extra weapons, because every pound of extra weight affects your performance.
- Up close, mines are hard to spot, but if you shift from ground-view to map-view, you can easily plot a course around them.

NO QUARTER

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Skillful programming has taken the superb graphics and addictive game play of Arcade hits Double Dragon and Sidewinder and faithfully reproduced them in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss in Double Dragon. Indulge in an orgy of action and destruction in the high-energy shoot-em-up Sidewinder (part of the Awesome Arcade Action pack on Amiga and Atari ST). Go on the rampage and smash buildings and munch tiny natives in Aaargh!

Nothing but endless Arcade action – Arcadia has spared no quarter!

ARCADIA

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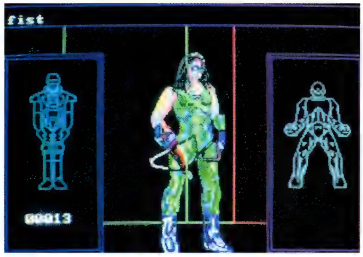

1

ime Lord, you have disappointed the
ime Lord Elders. We believe you are
capable of this mission, so we will
esurrect you to try again.

2

Alien Fires 2199 A.D.

You are one of the elite Time Lords chosen and trained by the ancient and godlike race of Elders to protect the fabric of time and space. It has come to the attention of the Elders that a brilliant, but now insane, scientist named Samuel Kurtz is creating a time machine so he can view the dawn of creation.

It is forbidden to pierce the veils of time guarding the creation, since it would rend the time-space fabric. Your mission is to find Kurtz and destroy his time machine — and if necessary, eliminate him.

After you start *Alien Fires* and create a custom Time Lord, you'll see a first-person, 3-D, wire-frame view of the room you're in. You use the arrow keys or joystick to move through the room. When you encounter a creature, you can ask it questions or fight it to the death. (Sometimes you aren't allowed a choice!) Communication is preferable to combat, and a large part of the game involves character interaction.

As with many fantasy role-playing games, you must explore the world of *Alien Fires*, accumulating clues and objects to reach your goal. The Elders are depending on you, and with them, the entire sentient universe.

Screens Shown

1 The combat screen appears if you choose to fight.

2 Die early in the game, and you'll probably get another chance to complete your mission.

Product Information

IBM, Tandy, and compatibles; 512K minimum; DOS 2.1 or higher; color monitor and CGA or EGA graphics. Paragon (distributed by Medalist International).

Hints & Tips

- Be sure to communicate with everyone you meet. Phrase your questions properly to be understood.
- Search rooms carefully for valuable items, such as weapons.
- Don't fight unless overly provoked. Even a weak opponent can inflict significant damage.

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Electronic Arts introduces three state-of-the-art simulations for air, land or sea!

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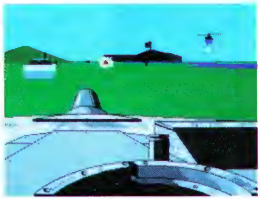
By Ned Lerner



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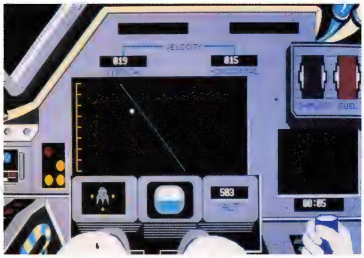

1

2

Apollo 18

Propelled by President Kennedy's mandate to land a man on the moon by the end of the 1960s, the U.S. undertook a mammoth crash project and succeeded just as the decade closed. A manned moon flight is an awesome and complex feat, but it's all in your hands with *Apollo 18*, a detailed simulation of an Apollo moon mission. Without getting bogged down in the trivia of an overly technical simulation, this game gives you a real appreciation for every facet of a moonshot.

The mission is broken down into several parts: lift-off/earth orbit, docking, course correction, lunar landing, lunar lift-off and redocking, spacewalk, and re-entry/splashdown. You are required to perform critical tasks such as timing rocket burns, stabilizing the gyroscope, keeping the docking on course, firing thrusters, or capturing a satellite.

It's important to read the manual carefully before playing *Apollo 18*. Otherwise, the game won't make much sense. Sometimes you need to be as quick with your reflexes as you are with your wits. It's a difficult game and you'll have to play it many, many, times before you complete a successful mission. After all, it wasn't until Apollo *11* that NASA itself finally made it to the moon!

Screens Shown

1 You're go for lift-off, all conditions green.

2 You chart the process of a moon walk during one of your Apollo missions.

Product Information

IBM, Tandy, and compatibles; 384K minimum; color or monochrome graphics systems (EGA supported); joystick optional. Special high-resolution EGA version available. Accolade.

Hints & Tips

- In CGA mode, screen colors won't match those described in the manual. Cyan will replace green, for example.
- If you start a burn too early, start the next one a little late to compensate, and vice-versa.
- Don't be overwhelmed by the detail and authenticity. The computer does most of the work for you.

TIMES OF LORE

Arcade adventure at its finest...

Fast-paced, exciting combat demands the use of all your wits and endurance to best a world teeming with assassins, wizards and monsters. Experience captivating graphics of an unprecedented calibre. Relentless opponents will hone your combat skills to a razor's edge. A simple yet powerful menu and icon interface provides effortless interaction with the world and its people, while the incredibly smooth animation presents a continuous panorama of action and adventure.

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Screens shown are for the Commodore.

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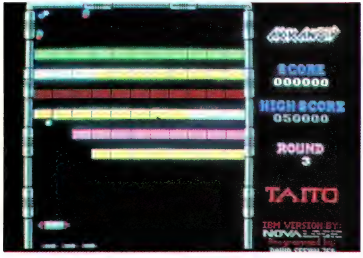

2

Arkanoid

Arkanoid is a quite simple, but addicting, game — actually an enhanced version of *Breakout*, the classic action game in which you deflect a bouncing ball with a paddle, trying to break through a wall of bricks. *Arkanoid* extends this concept by adding space creatures and "power pills" that can change the paddle's capabilities.

You move the paddle left and right with keyboard controls, a joystick, or a mouse. The latter two work best, since you can react more quickly. At certain points, an energy block, or "power pill," will descend, labeled with a letter of the alphabet. For instance, the B pill moves you up a level, C lets you catch the ball, D triples the number of balls on screen, E expands the paddle to double width, L gives you a laser to fire against energy blocks and aliens, P gets you an extra paddle, and S slows down the ball.

Sometimes it takes more than one hit to knock out a brick. Higher levels have more complex layouts of bricks, compounded with indestructible bricks and pesky aliens. As with any classic arcade game, quick wits and fast reflexes will make you a winner.

Screens Shown

1 The D power pill is falling. Catch it to widen your paddle to triple your power.

2 Indestructable blocks make your job more difficult.

Product Information

IBM, Tandy and compatibles; 256K minimum; CGA or EGA graphics required; joystick or mouse optional. Taito.

Hints & Tips

- Put "English" on the ball by bouncing it off the paddle's edges.
- The D power pill, which gives you three balls, is handy if your ball gets trapped.
- If you're having trouble hitting a target, use the C (Capture) pill so you can aim the ball more carefully.

Now Hear This!

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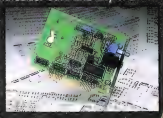

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Electronic Arts' 688 Attack Sub (top) and Space Quest III from Sierra (bottom).

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1

2

Aussie Joker Poker

Do the card players who live down under deal from the bottom of the deck? Not in *Aussie Joker Poker*. This Australian import is a good party game for up to 90 (!) players, or a solitaire pastime for a lone player who can't find partners for a game of five-card stud.

The rules in *Aussie Joker Poker* are a tad different than those in regular poker, however. You start by specifying several options: the number of players, the number of hands per game, whether or not you'll be dealing with a full deck, and — if you're not playing for peanuts — how much money you want to bet.

The first player is then dealt his first hand. As in regular poker, you can either "stand" or discard any cards you want, then draw new cards. But unlike regular poker, *Aussie Joker Poker* allows you to *continue* discarding and drawing new cards — as long as your hand continues to improve. If it doesn't improve, you forfeit the hand.

If you stand, you win points based on the value of the hand. After you've played all of your hands, it's the next player's turn. The player who ends the game with the most points wins.

Screens Shown

1 This player knows he can play conservatively, because his opponent's high score is not very high for a ten-hand game.

2 The point/value of a hand depends, in part, on the ranks of the cards.

Product Information

IBM, Tandy, and compatibles; 512K minimum; CGA graphics; mouse support. Joker Software (distributed by Mindscape).

Hints & Tips

- He who plays last, plays best. The last player knows the high score to beat, and can play accordingly.
- When playing with smaller decks, pay attention to the card counter. It helps you evaluate the odds.
- If you're a crackerjack player, be sure to enter the contest included with the game. You might win a trip to Las Vegas.

"... a remarkable piece of simulation software."

(PC Week, December 1987)

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"... magnificent and entertaining game ..."

(Computer Shopper, March 1988)

"... setting new standards for all the helicopter simulations ..."

(COMPUTE!'S PC Magazine, May 1988)

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(Family Computing, June 1987)

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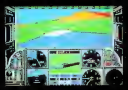

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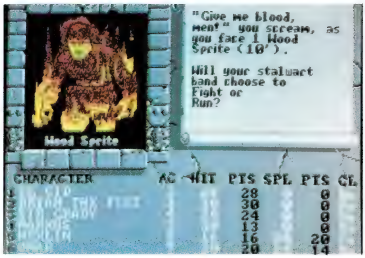
"Give me blood, ment" you scream, as you face 1 Wood Sprite (10').
Will your stalwart band choose to Fight or Run?
Wood Sprite
CHARACTER AC HIT PTS SPL PTS CL
28 0
30 0
24 0
20 0
16 20
20 14

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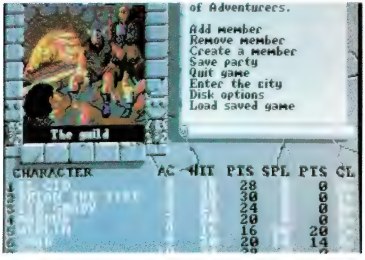

2

Screens Shown

1 Only monsters ten feet or closer can be attacked with hand-held weapons, so you must acquire missiles and long-range spells.

2 You begin the game in the Adventurers' Guild.

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; CGA or EGA color graphics; joystick or mouse optional. Interplay (distributed by Electronic Arts).

The Bard's Tale II: The Destiny Knight

Picking up where the popular original game ended, *The Bard's Tale II (The Destiny Knight)* returns to the Tolkeinian world of the Realm, where magic is real and the monster population has been exploding. The Destiny Wand — the potent talisman which has kept peace and order for centuries -- has been stolen and broken into seven pieces by the evil Archmage Lagoth Zanta.

All the interesting character traits, challenging mazes and nifty slavering monsters that made the original game so successful have been retained. As for new features, the Realm itself is 50 per cent larger and now includes six complete cities, 25 dungeon levels, and a vast wilderness area wherein dwells an elusive Sage who may (or may not — his advice doesn't come cheap) provide useful hints. The combat system (these games run with rivers of gore) has been revised to add a new element of strategy. Both the number of magic spells, and the population of animated monsters, have been increased, the former to 79 and the latter to almost 100.

For the original game's legion of fans, *Bard's Tale II* is self-recommending. Newcomers will find it one of the liveliest and most challenging entries in a crowded genre.

Hints & Tips

- The Bard can sing seven tunes, but be sure to keep his throat moist at the nearest tavern.
- When starting out from the Adventurers' Guild, follow the outer streets of Tangramayne to the "Starter Dungeon."
- Avoid, if possible, the temptation to fight *all* the monsters you encounter on your way to the Starter Dungeon.

Aussie JOKER POKER

$200,000 JACKPOT

The latest multi-player multi-format PC game from Australia is different to all forms of Poker.

Aussie JOKER POKER features 90 player capacity, open-ended discard ability, selectable deck size and hands per player, password controlled gambling system with automatic accounts – and **5 free entry forms for the $200,000 Aussie JOKER POKER Contest.**

Each month December 1988 through April 1989 winners of 240 JOKER SOFTWARE games and 4 finalists will be randomly drawn from all entries received that month.

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Lowest Scorer:	$1,500
16 Consolation Prizes of $1,000 each to eliminated Finalists	$16,000
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All taxes and other expenses not specified herein are sole responsibility of winners.
All winners will be notified in writing.

Aussie JOKER POKER is available for SIX major PC's

If your PC has a mouse or keyboard, a mono or color monitor and a 512K minimum ram (except Apple II and C64/128 use 64K and keyboard only) you and your family can practise at home for the Las Vegas final of the **Aussie JOKER POKER contest.**

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C64/128	**$29.95**

If ordering by telephone add $3 shipping & handling and check that your PC meets the minimum hardware requirements as no cash refunds apply. Warranty is limited to free replacement of faulty products returned by prepaid post.

Aussie JOKER POKER Contest Rules

1. No purchase necessary to enter.
2. Void where prohibited by state or federal law.
3. To enter, simply complete and return the the official entry form.
4. Limit five entries per family or household. Five free entry forms and full contest rules are included with "Aussie Joker Poker" or may be obtained by sending a stamped self-addressed envelope larger than 5½" × 7½" with a hand written request to: Aussie Joker Poker Contest Entry Forms, P.O. Box 22381, Gilroy, CA 95021-2381. Mail-in requests limited to one per name, household or family and must be received no later than 3/31/89. WA & VT residents need not include return postage. Full rules also available from participating Mindscape retailers.
5. Monthly entries must be received no later than the last day of the month in which a drawing will take place in order to participate in the month's drawing. Drawings will be held from December, 1988 through April 1989, inclusive. Final entries must be received by 4/30/89.
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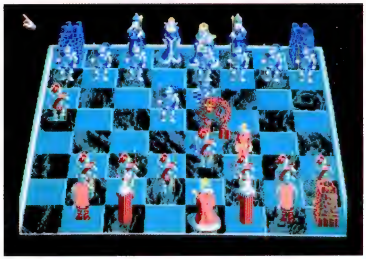

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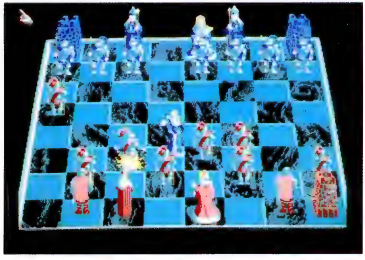

2

Battle Chess

Chess remains the avatar of all "war games" — strategic conflict distilled to an elegant abstraction. Simple to learn, yet seemingly infinite in its subtleties, chess continues to exert its centuries-old fascination in the age of high-tech.

With *Battle Chess*, Interplay has done something that is no less wonderful for being quite inevitable: created a chess simulation in 3-D animation in which the contesting pieces wage actual combat — complete with clanking armor, clashing weapons, and horrendously melodramatic shrieks from the dying knights, pawns, etc. Each type of piece fights in its own charming style: the bishops' mitres turn into gleaming pikes, the queen hurls magic lightning bolts, and the rooks transform into hulking, fire-eyed rock monsters that seem to have wandered in from the pages of Marvel Comics.

The animation is smooth and full of character: the queen sashays along with a voluptuous roll of her hips, the pawns move cautiously but doggedly forward.

Fans of the classic game will find that *Battle Chess* does — and does superbly well — what someone should have done years ago. This is, in short, a classy update of a classic game and one that is sure to entice new players, in large numbers, into the almost mystical depths of chess.

Screens Shown

1 Unleashed, the rook turns into a ferocious rock-monster who bashes opponents to pieces.

2 The queen claps her hands and a vortex of deadly light hurtles across the board.

Product Information

IBM, Tandy and compatibles; EGA, CGA, or Tandy graphics required; joystick or mouse optional. Interplay (distributed by Electronic Arts).

Hints & Tips

- The "set up board" mode allows you to set up test games in order to try out new strategies.
- Included in the manual are twenty classic chess matches (going back to 1834!). It's easy, and quite fascinating, to replay these.
- You can adjust the computer's skill level. On level 9, you may as well be playing Boris Spassky.

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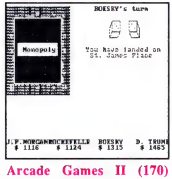

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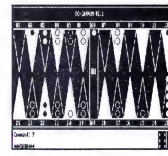

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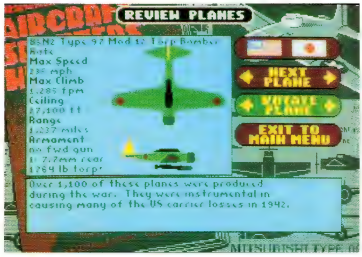

2

Battlehawks 1942

The Japanese attack on Pearl Harbor in 1941 ushered in a new kind of naval warfare — one in which carrier-based planes, not battleships, bore the brunt of the fighting. For the first time in history, naval battles were fought in which the opposing ships never fired a shot at one another or even sighted each other.

Battlehawks 1942 recreates this era from the point of view of the aviators, and does it with stunning realism. You can choose to pilot a fighter plane, torpedo bomber, or dive bomber, either American or Japanese. And the game accurately reflects the handicaps that American pilots struggled against in 1942, when U.S. planes were generally inferior to their Japanese counterparts.

Because this game is really a simulation that requires some skill to master, it includes training modes that let you practice without the distraction of hostile fire. When you're ready, you can choose to attack an enemy aircraft carrier with a torpedo or dive bomber, or take control of a fighter to defend your own carrier against enemy bomber attacks.

Battlehawks 1942 is an entertaining and informative simulation game that also helps you appreciate the bravery demanded of combat pilots in World War II.

Screens Shown

1 A rare sight — this TBF Avenger torpedo bomber has just scored a direct hit amidships on a Japanese aircraft carrier.

2 *Battlehawks 1942* lets you select from a variety of authentic U.S. and Japanese fighters, torpedo bombers, and dive bombers.

Product Information

IBM, Tandy, and compatibles; 384K minimum; CGA, EGA, VGA, or MCGA graphics; joystick or mouse recommended; 5.25- and 3.5-inch disks included. LucasFilm Games.

Hints & Tips

- The excellent manual contains indispensable tactical hints for both dive bombing and torpedo bombing. Be sure to read it.
- Try dive bombing first — it's easier than protecting your carrier with a fighter, and torpedo bombing is almost suicidal.
- When picking a plane, it helps to choose a Japanese fighter or torpedo bomber, or a U.S. dive bomber.

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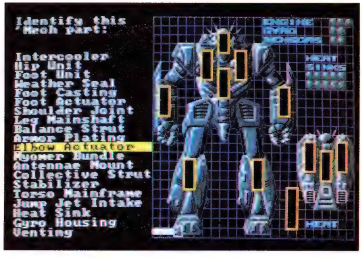

2

Screens Shown

1 Each Mech Warrior needs proficiency in three areas: Body, Dexterity, and Charisma.

2 Your first test will involve the nomenclature of typical BattleMech parts.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory (Tandy owners with 384K must use DOS 2.11 only); CGA, EGA, MCGA, or VGA color graphics. Infocom.

Battletech

Based on the very popular board-and-notepad role-playing game of the same name, *Battletech* takes you into the turbulent 31st century, where five interstellar Successor States are locked in a deadly power struggle. Their primary weapons are huge armored *BattleMech* bristling with lasers and guided missiles.

You take the part of Jason Youngblood (son of a legendary Mech Warrior whose exploits are no doubt familiar to the original game's legion of fans), newly landed at the metropolis of Starport to begin his training.

You must pass a series of tests in order to qualify as a Mech Warrior. Some will have to do with the BattleMechs themselves; others have to do with tactics and weaponry.

Once the real shooting starts, you'll find no lack of targets, and no lack of room to explore: *Battletech's* program contains more than four *million* on-screen locations, which may be some sort of record. In combat, you can control everything your BattleMech does, or allow the computer to make tactical decisions for you.

Battletech is aimed at beginners to the genre of role-playing PC games, yet veteran gamesters, too, will enjoy moving all that hardware around. The graphics are crisp and colorful, and include animated close-ups.

Hints & Tips

- Scan your machine for overheating before entering combat or it could seize up on you without warning in the middle of a fight.
- Acquire an Inferno weapon as soon as possible. It works against BattleMechs as well as enemy personnel.
- Mechs that are crammed with weapons usually aren't well armored and can be knocked out with relative ease.

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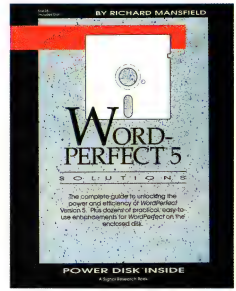
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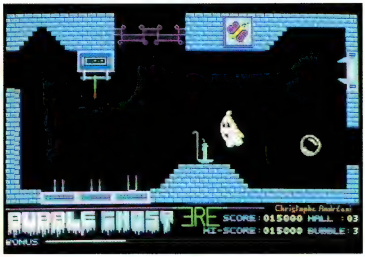


2

Bubble Ghost

Henrich Von Schtinker could tell you—never test an electric bubble pipe in the bathtub. Unfortunately, the mad scientist is now a ghost, forever traveling the halls of his castle blowing bubbles. The only way for his spirit to find eternal bubble-rest is to maneuver his bubble through the castle without popping it.

But the mansion has 35 rooms, and each one is filled with a variety of inhuman and inanimate objects that threaten to burst the bubble. If objects other than the ghost touch a bubble, it will pop. You start with one bubble to blow and five others in your ghost bubble pouch, but it's possible to earn more (though you can't store more than nine). Just watch out for those pins, ghouls, electric fans, and candles.

The maze of rooms is filled with hidden passages and secret objects that will help you. Don't forget to let your ghost breathe, though, or he'll turn red in the face and you'll lose points. The practice option will let you work on any level with six practice bubbles. There is also a preview mode to let you see the next five levels. So don't wait for the spirit to move you, just take a deep breath and blow.

Screens Shown

1 Bubble perils lurk in every corner of the 35-room castle.

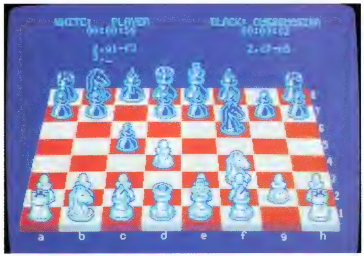
2 A flame can pop his bubble, but the ghost can blow the candle out before moving the bubble past it.

Product Information

IBM, Tandy, and compatibles; CGA, EGA or Tandy 16-color; color monitor. Accolade

Hints & Tips

- Look for secret passageways and other undocumented parts of the game that may offer help along the way.
- Blowing your balloon along is just one use for your breath. For example, try blowing a candle or a trumpet.
- You start the game with six bubbles, but you can earn as many as nine by completing levels of the game.



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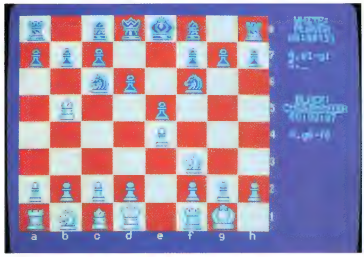

2

Chessmaster 2000

Computer chess games have come a long way in the past several years. And certainly *Chessmaster 2000* is one of the most comprehensive and playable chess programs to be marketed. The game features include a staggering array of options. There are 12 levels of play, a teaching mode that shows legal moves, a hint mode that offers advice, a referee function that keeps all moves legal, a think mode in which you can watch the computer consider its moves, and the ability to retract moves you have made.

Chessmaster 2000 also lets the player save and print out games that have been played, and allows moves to be entered descriptively, algebraically, or by computer. You can view the board in either two or three dimensions, have the computer analyze the moves in a game, and see all captured pieces. In addition to playing the computer or another person, you can replay any of 100 classic chess games supplied on the disk. And there is a library of chess problems for you to solve. Or, you can set up your own chess problems and board situations for study. The program comes with chess tutorial and also includes a discount membership in the U.S. Chess Federation. This computer chess game has it all—power, ease of use, and plenty of extras.

Screens Shown

1 You can turn the 3-D board 90 degrees to see every angle before making a play.

2 You can learn by letting the Chessmaster play both sides of a match or analyze a finished game.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, Hercules monochrome graphics. Software Toolworks/Electronic Arts

Hints & Tips

- *Chessmaster 2000* uses a menu system to help you keep track of its many features. Use the "?" key for help.
- The higher the level of play, the deeper the analysis by the program. The longer you let the analysis run, the better it becomes.
- The 3-D board display is interesting, but on the PC version of *Chessmaster 2000* you will have clearer lines of sight in the two-dimensional mode.

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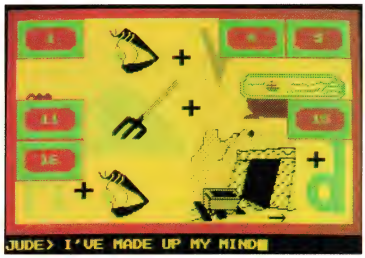


2

Classic Concentration

One of the most popular game shows arrives on home computer with *Classic Concentration*. Based on the children's card game, contestants in *Concentration* are faced with a board with 25 grids. Turning over a pair of grids will reveal two prizes. If the prizes match, both are removed from the board and pieces of a rebus puzzle are revealed. As more and prizes are removed from the board, the contestants race to see who can solve the rebus word picture first.

Two people can play, or one person can take on a computer opponent in *Concentration*. There are four male and four female characters to choose from as well. And *what* fabulous prizes! There are trips to Paris, rubies, fur coats, telescopes, cameras, furniture just waiting to be won. Oh, yes, there's a toaster, too. Find one of two wild cards and you can pick the prize of your choice.

If you solve the rebus (answers such as "barrel chested," "I just called to say I love you," or "Rocky Balboa") before your opponent, you'll go on to the bonus round. With the seconds ticking away, you'll have to turn grids to match cars. The last pair you match designate the car that you win.

Screens Shown

1 Two people can play *Concentration* or one person can play a computer opponent.

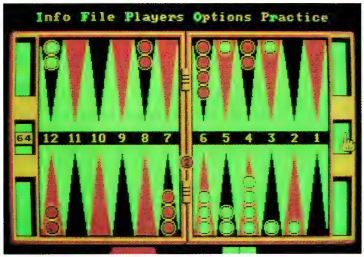
2 Solve the rebus and you'll win all the prizes you've matched correctly.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA or Hercules graphics. ShareData.

Hints & Tips

- It helps if you pick the same numbers in the same order consistently. You'll remember prizes and make more matches.
- Often, the big prizes will be located side by side on the board since most people won't pick consecutive numbers to look under.
- You'll have unlimited time to guess the puzzle when the board has been cleared. Don't rush. And don't risk losing by getting just one more prize.



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2

Club Backgammon

If you want to learn how to play backgammon, *Club Backgammon* is ideal. Not only is it an exciting, full-featured backgammon game, it also includes an excellent tutorial.

A well-done computer version of a board game can offer even more enjoyment than its original, real-life inspiration. The computer can remember all moves for later replay, permit you to take back a move, let you create a custom board, reverse sides, and save a game in progress. *Club Backgammon* even includes a pair of dice in case you want to roll the dice yourself.

The save feature turns out to be quite useful, since a good backgammon game can take more than an hour. But perhaps the best feature of *Club Backgammon* is that it provides a strong and tireless computer opponent. This computer player is no slouch, so prepare yourself for the unique humiliation of being bested by a machine.

You pick up and place pieces directly on the board with either a mouse or joystick, but keyboard controls are also available. You can choose the level at which the computer plays—Novice, Intermediate, or Expert — or play against another person, with the computer acting as referee.

Screens Shown

1 You can move a single checker five spaces, or move two spaces with one and three spaces with the other.

2 Pull-down menus make all options easily accessible.

Product Information

IBM, Tandy, and compatibles; 256K minimum; CGA or EGA color graphics or Hercules monochrome graphics. California Dreams.

Hints & Tips

- If you're stumped, let the computer play your next move, then change sides again to continue.
- Don't always try to race your back men to the inner table. Play for the whole game, not just for an advantageous move.
- Beware of hitting a blot when you've got blots exposed in your inner table —your opponent can quickly hit you right back.

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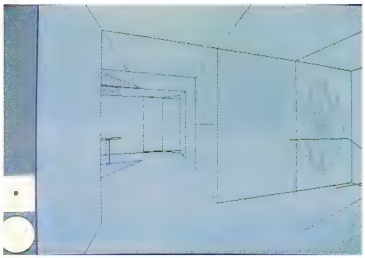


2

THE COLONY

You're in command of a patrolling space cruiser just as word comes in about an attack, by an unknown race of aliens, on a remote human colony. On your way to investigate, you are sucked into a black hole and crash land on the colony-world's surface. When you come to, the ship is dark and its reactor has powered-down to a level just barely sufficient to provide minimal life support. You must unravel two mysteries: what happened to the human colonists, and what are the secrets of the aliens who attacked them?

The Colony is the first IBM game designed to use the FLY-BY Environment Simulator system, which creates smooth real-time three dimensional animation for the total game environment. On screen, this system gives an uncanny — at time dizzying — illusion of the player actually waling down corridors and around rooms.

The adventure scenario is elaborate and mysterious, with plenty of action (combat is modeled after the classic *Battlezone* arcade hit of the early 80s -- a game that even arcade-game haters used to fall in love with). There are six labyrinthine levels and the simulated alien race is meticulously thought-out and challenging. *The Colony* rates as one of most refreshing and unusual "alien menace" games available.

SCREENS SHOWN

1 Before exiting the ship, you must decode the security clearance cipher. A decoder key is included in the game.

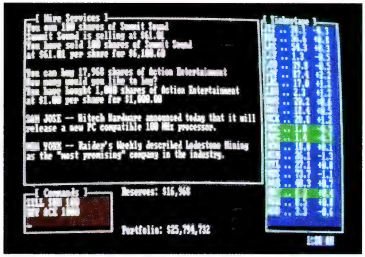
2 Take time to explore your ship. It's good practice in learning how to control movement.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 640K minimum memory; CGA, EGA, MCGA, or Hercules graphics required; mouse or joystick optional. Mindscape.

HINTS & TIPS

- Once you're outside the ship, alien devices will come at you firing. Figure out ways to get past them.
- Do *not* attempt to restart the reactor before leaving the ship, or you will be terminated.
- Failure to follow proper air-lock procedure will result in death by decompression.



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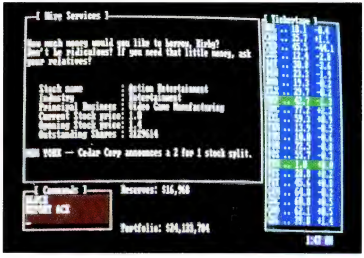


2

Corporate Raider: The Pirate Of Wall Street

Ever wonder how companies take over other companies? What the machinations behind a takeover are? Why they bother doing it at all?

Corporate Raider gives you an inside look at this economic phenomenon. Since corporate money-making is often simply the strategic manipulation of numbers means that *Corporate Raider* is entirely appropriate for the computer. This is spreadsheeting, with a (thankfully) artificial goal.

Your task is to buy stocks in various industries, with an eye towards eventually taking control of those industries. Twelve industrial sectors are represented in the game and there are between six and ten companies in each sector in the game's simulated economy. Taking over one industrial sector, let alone the whole works, is tough work indeed.

You raise money in *Corporate Raider* by playing the stock market, arranging loans from the bank, raising venture capital, selling junk bonds, and so on. Once you have enough money to start a takeover, you purchase stock until you can afford to make an offer. In other words, it's just like real corporate life. Just what you need after a hard day at the office.

Screens Shown

1 Use the news flash information from the wire service to help you decide what stocks to buy and sell.

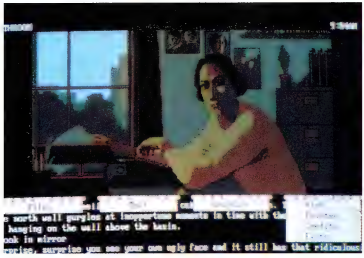
2 Before planning a takeover, get an analysis of the company in which you are interested.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, or Hercules graphics. Cosmi.

Hints & Tips

- Study a company you wish to take over.
- Arrange all the financing you possibly can. Try to use other people's money for your takeovers.
- Be ready for blocking tactics. There are hostile corporations in the *Corporate Raider* world.



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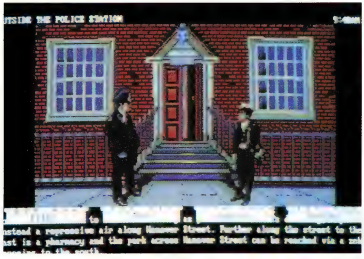


2

Corruption

Explore the seamy side of business dealings with *Corruption*, a text-based role playing game that puts you right in the hot seat. You've just been promoted to senior partner at your firm, and while you're enjoying perks like your new BMW, you're startled to find you've been framed for an insider trading scandal which you know nothing about. You quickly discover that London has a seedy, crime-filled underside where drugs and cash are king. You have to gather evidence to survive, and you'll have be every bit as sneaky and deceitful as the unseen forces arrayed against you.

Corruption belongs to the classic genre of interactive fiction. You type in "commands" which tell the computer your intentions, such as "GO WEST" to change location, or "ASK ABOUT THE EVIDENCE" to talk to another character. If you have an EGA system, you also get richly detailed illustrations, but it's a text-only game otherwise.

Unlike many such games, solving clever puzzles involving objects and locations is not the point here. Instead, gathering information and interacting with other game characters is far more important. By the way, keep an eye on that David character — your partner is a snake in the grass!

Screens Shown

1 With an EGA system, the color screens roll down to cover the text at certain points in the game.

2 Outside the police station, things are beginning to heat up.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory for text-only game. EGA color graphics requires 640K and EGA card. Rainbird.

Hints & Tips

- If you get stuck, try the HINT system detailed in the manual to get clues, but be careful typing in the codes.
- Use EXAMINE often to find out more about locations or objects. You'll be surprised just how much can be uncovered this way.
- To avoid confusion when you're first playing, use the VERBOSE command so that you'll get location descriptions wherever you go.

1

2

Crazy Cars

We all have to drive under the speed limit, but who doesn't fantasize now and then about putting the pedal to the metal? Rev it up on the highway and watch with glee as the speedometer zooms up to 70, 85, 110, then 140 mph, tires shrieking as you leave a smoking trail of rubber.

Although this may be difficult with your average four-cylinder runabout, in *Crazy Cars* you're cruising in a Mercedes 560 as you compete in the American Cross Country Prestige Cars Race. The three-part race covers the country from Arizona to Florida.

The graphics are fast, and the animation is smooth, with all the play action of an arcade driving game. Watch out for bumps and hills, and be careful not to crash into other cars. At higher speeds, just a little "joystick juice" goes a long way.

It keeps getting better. Rack up some awesome points, and you've earned yourself a Porsche 911 to replace your Mercedes. If you're truly excellent, you get to drive the Lamborghini Countach.

Each new car outperforms the previous one, thereby increasing your challenge. If you're one of the best race drivers of all time, you'll deserve the incredible Ferrari GTO. Go for it!

Screens Shown

1 In this game, the Mercedes is an economy model.

2 When you meet another car, just be cautious. Crashing is difficult.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, or Hercules graphics required; joystick optional. Titus.

Hints & Tips

- Hit bumps at high speed to fly through the air. You can pass other cars this way, too.
- Don't cover the write-protect notch on the program disk (or remove it) during a game. Otherwise, the game will crash.
- After passing another car, whatever you do, don't slow down. You might get rear-ended.

1

2

Death Sword

In the finest tradition of swords and sorcery, you (as Gorth, son of Toth, King of the Northlands) must save the beautiful princess Mariana from the ruthless and evil Drax, who has killed the father of the princess and seized the kingdom. Only one man has survived a rescue attempt, but you are undeterred. You take up your broadsword and stride forth to the castle, where you'll do battle with barbarian guards and, in the end, fight Drax to the death.

Death Sword is a fast-moving arcade-style game, so a joystick is highly recommended. However, you can also play using the keyboard, even in two-player mode. With the joystick or cursor pad, you can jump; move forward and backward; protect your head or body; crouch; roll forward; or roll backward. If your moves are deft, you can look like a fighting acrobat. But if you lack speed and cunning, the court gremlin will kick your head across the floor like a cabbage.

There are actually two games within *Death Sword*. In game 1, you battle within the enchanted forest and among lava pits. In game 2, you fight warrior after warrior in the dungeons and the throne room. If you defeat them all, you face Drax himself!

Screens Shown

1 A well-timed crouch can save your neck — and what's attached to it!

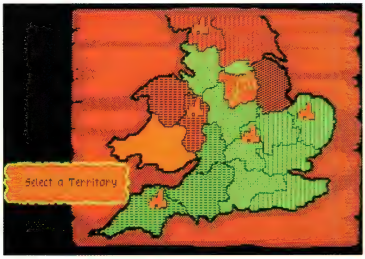
2 In the throne room, you fight for the salvation of Princess Mariana.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA graphics required; joystick recommended. Epyx.

Hints & Tips

- It takes 12 good hits to defeat an opponent, unless you strike a good head blow.
- Practice your rolls and jumps until you can dance about your opponent with impunity.
- Game 1 is good for practice, since each warrior you defeat is replaced by a stronger, more skillful one.



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2

Defender Of The Crown

King Richard has been murdered and England plunged into civil war. Six lords have their eyes on the throne — three Saxons and three Norman invaders.

You have been chosen by a group of gallant Saxon knights to lead their campaign against the Normans. You must test your wits in swordfights and jousts, and your military strategy in castle raids and battle ploys. Remember, a Saxon who captures the three Norman fortresses will win the crown of England.

Use your army to capture enemy or undefended territories. Buy catapults to further your strength, but remember that they must be transferred to a campaign before they can be used. You also have to decide the size of a battle campaign. It takes eight knights for a ferocious attack on a battlefield, but 16 catapults for a bombardment on a castle. It is very expensive to host a joust on your own, but according to the laws of chivalry, you must attend any joust held by another lord. You can earn leadership by jousting for "fame," or territory by fighting for "land." But you can win fame, land, fortune, and your fair maiden by winning the throne.

Defender Of The Crown is a graphically rich action and strategy game. EGA owners, especially, will enjoy the visual touches.

Screens Shown

1 Study the territory map to find rich lands to conquer or Norman castles to invade.

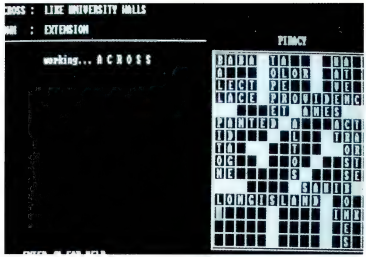
2 The stakes in a jousting tournament can be fame and leadership or great lands.

Product Information

IBM, Tandy, and compatibles; 256K minimum for CGA, 384K for EGA. Tandy 16-color supported; joystick recommended. Cinemaware Corp.

Hints & Tips

- Some lands have more wealth and vassals than others. Read your map very carefully, and plan your battle campaign with that in mind.
- Don't forget to build castles to protect your lands. And when you attack another's castle, throw in disease to kill many victims.
- Robin Hood will be able to help with your conquests, but only three times in the course of the game, so be selective. He's the most help in raids.



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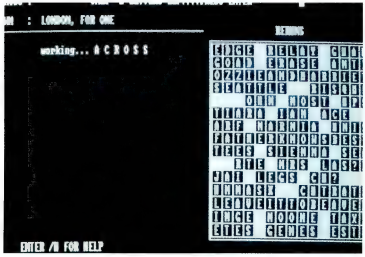


2

Dell Crossword Puzzles Vol. III

Now it's possible to work crossword puzzles each and every morning and never get newsprint on your fingers. This computer collection consists of 15 intermediate-level puzzles chosen from the Dell Champion puzzle books. Among the themes are Reruns, Pun for All, and Bird and Beasts.

When the puzzle grid appears on the screen, move the curser to any free square. Clues will appear for both across and down positions. Just fill in the correct answer, using the space bar to change from automatically typing across the puzzle or down a column. You can save your work and return to the puzzle at another time, or erase all your answers to let someone else have a shot at solving the same puzzles.

There's a help feature in *Dell Crossword Puzzles* (and ShareData's other crossword series, *The New York Times Crossword Puzzles*) to assist you with those sticky clues without peeking at the whole puzzle. Another feature is the puzzle check, which will fill in any incorrect or unfilled squares with a "?" icon. You can get a correct answer for a clue, or check the word you just put in if you're uncertain about it as well.

Screens Shown

1 The clues (both across and down) are given for the square in which the cursor is located.

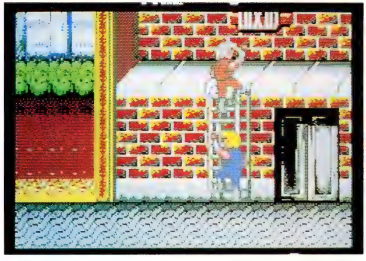
2 When you've finished a puzzle, the game can replace any incorrect boxes with a ?

Product Information

IBM and all compatibles; 128K minimum memory; EGA, CGA, or Hercules graphics required. ShareData.

Hints & Tips

- When you're typing in a multi-word answer, avoid typing spaces between words. The space bar changes the direction of the typing.
- Don't use the hint keys until you've finished the whole puzzle. Then do a puzzle check to find any incorrect squares. Use hints as a last resort.
- If you don't want to solve all the across clues first, then all the down clues, hit the return key twice, which will change your working mode.



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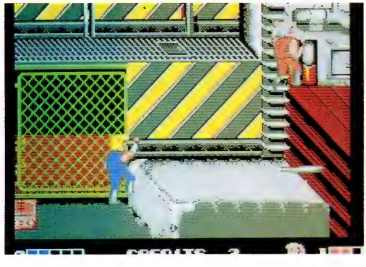

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Double Dragon

Fighting games are popular, and *Double Dragon* is one of the best. The neighborhood is ruled by the Black Warriors, a mean and vicious street gang. Billy and Jimmy Lee are the good guys, experts in kung fu. You'll have to fight the toughest guys on the block, using knives, whips, baseball bats, and oil drums. Besides fighting to keep the neighborhood safe from the hoods, you also have a vital mission: You must rescue Billy's girlfriend Marian, who's been kidnapped by the Black Warriors!

You'll face thugs like Lopar, who likes to toss oil drums at you; Abobo, who'll slap you around; Williams, a real pro with a baseball bat; Linda, a master with the whip; Chintai, who will test your kung fu to the limit; and finally, Willy, the Big Boss, armed with a machine gun and happy to use it.

You'll need quick fingers as you manipulate your joystick or keyboard. You can punch, kick, grab hair, shoulder-throw, headbutt, jump-kick, whirlwind kick, elbow, or jump. Making these moves can be tricky at first, especially while you're having the stuffing knocked out of you. But you'd better learn quick — it's survival of the fittest on these streets.

Screens Shown

1 Climb this ladder, then hit these thugs before they reach you.

2 Learning different moves at new levels is crucial.

Product Information

IBM, Tandy, and compatibles; 512K minimum; CGA or EGA color graphics; joysticks recommended. Arcadia (distributed by Electronic Arts).

Hints & Tips

- You'll find your girlfriend Marian at the end of level 5.
- When the thumb appears, move to the right to continue.
- After knocking a weapon away from an enemy, move to the weapon and press the fire button to pick it up and use it yourself.

1

2

Downhill Challenge

Fast, fun, and icy cold — that's skiing, and *Downhill Challenge* is skiing at its best. Try slalom, giant slalom, downhill, or ski jumping. You can train until you're truly good, then go head-to-head against an opponent. If you need someone to play with, challenge the computer. It's an expert skier who was practically born in these mountains.

In each event there are runs for three skill levels: blue for beginner, red for advanced, and black (as in Black Diamond) for experts. Once you're going down the slope, the game plays fast — almost too fast, as you whip by flags, spectators, and other skiers. You can tuck in, stand up, turn left or right, and even spray powder when you stop.

Downhill skiing and the slaloms are primarily obstacle courses. You must try to ski either between the flags or around them, without flying off the slope or crashing into the flagpoles. When jumping, you're judged primarily on style.

Not surprisingly, stopping is the hardest part. A simple snowplow won't make it here.

The first-person 3-D graphics in *Downhill Challenge* are thrilling — even scary, if you imagine you're really performing like your on-screen counterpart.

Screens Shown

1 The action is fast on the downhill runs.

2 In ski jumping, master just staying upright before you start trying complicated jumps.

Product Information

IBM, Tandy, and compatibles; 256K minimum; CGA color graphics or Hercules monochrome graphics; joystick optional. Broderbund.

Hints & Tips

- Keep your speed under control. Stand up to slow down, tuck in to speed up.
- Press the Shift key or the fire button to speed up just as you leave the ramp for those longer jumps.
- To stop yourself, press Up, then Left, then press Shift.

Earl Weaver Baseball 1.5

Earl Weaver Baseball is the World Series of computer baseball games, and the new 1.5 version is even better than the original. No matter what level or kind of baseball simulation you want — simple arcade-style action or heavy-duty statistical tracking — you'll find it here. You can play ball with as little or as much control over events, places, and personnel as you wish.

The default setting is an arcade game in which you play the computer or another player without choosing the lineups. Regulation games let you save the statistics to disk, select the players, and play by regulated league rules. You can select different levels of difficulty, and even handicap a stronger player against a weaker player.

There are practice options as well as regular play. You can view the action from a split-screen setup, and the screen pans when it follows the flight of the ball. You can even design your own ballparks.

The new 1.5 version of the game includes a more realistic batter's perspective, a new batter's-eye-view, easier player movement controls, and a streamlined keyboard interface. Version 1.5 also supports 16-color EGA graphics.

Excellent graphics and sound effects and an awesome level of flexibility make *Earl Weaver Baseball 1.5* an immediate classic.

1

2

Screens Shown

1 The 1.5 version of *Earl Weaver Baseball* offers an enhanced batter-pitcher perspective, among other new features.

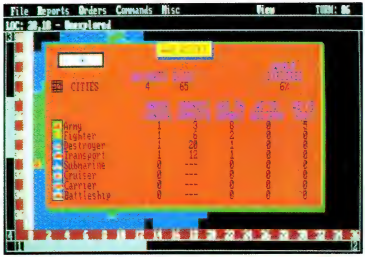
2 The range of options available to player-managers is amazing.

Product Information

IBM, Tandy, and most compatibles; 256K minimum memory; CGA or EGA required; keyboard, mouse, or joystick; 3.5-inch and 5.25-inch disks included. Electronic Arts.

Hints & Tips

- There are more than 50 separate hitter and fielder ratings, and more than 30 pitcher ratings.
- There is an "Ask Earl" feature that gives you advice at any point in the game, and will even help in your team selection.
- There are Commissioner's Disks and Season Disks available that offer up-to-date statistical and managing information.



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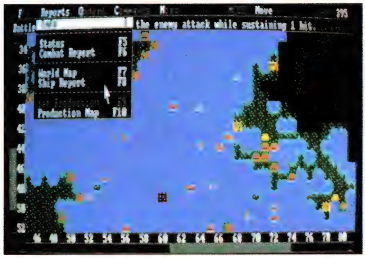

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Empire: Wargame Of The Century

Operation Big Brother is in effect. The dastardly Krellan Empire has a plan for galactic domination. Choosing a planet lacking in technological development, they install one of their own generals as emperor. Using the planets own troops and resources plus their own advanced weaponry, they slowly conquer the entire planet, then form an alliance with the Krellans.

The United Galactic Alliance wants to use the same plan to form a counter-empire. And having just received the Generalship of the Special Task Force, you are the key to the plan's success. Once you have been established as the emissary emperor on a low-technology planet, use the local population to form armies and build up force with destroyers, submarines, cruisers, aircraft carriers, and battleships.

There is an entire uncharted world for conquest. As you take over city after city, decide what each one must produce in order to further the war effort. Your production and revenues must increase in proportion to your area of conquest. The number of planets to conquer is endless. Let the computer plan them, or design your own. For one to three human or computer players.

Screens Shown

1 Check the war report for statistics on construction, exploration, and invasion.

2 By turn 395, you can establish a powerful army and construct subs and carriers.

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics card; mouse optional. Interstel

Hints & Tips

- With the hidden movement, you never know what the enemy is planning. Don't leave yourself unprotected just because you can't see them.
- Submarines are undetectable by fighters, battleships, and other vessels. You can sink a small ship with a shot, but subs are only good in offense.
- To find new cities fast, produce fighters in your first city, then armies when one or two are finished. Send them in all directions.

1

2

Family Feud

This is the official computer version of the popular TV game show where two families compete, trying to be the first to correctly answer a question is based on a survey of 100 people. For example, "In a survey of 100 people, what is the pet peeve of most drivers on the road?" Possible answers might be tailgating, drivers who go too fast or too slow, failure to signal, etc. You're trying to guess the most popular answer.

If you get one of the answers right, your team has 30 seconds to guess the remaining answers. If you get all the responses right, your family gets the accumulated points. If you strike out by failing three times to get one of the answers, the other family can try to get one of the correct responses.

If you're a fan of the TV show, this game will feel very familiar. It's really quite enjoyable, especially if you can get the whole family to play, just like on TV. Of course, you won't have Richard Dawson to emcee for you, but your trusty PC will do its best to live up to his reputation.

Screens Shown

1 Opposing families have to be fast on the buzzer to win the right to pass or play.

2 When most of the answers have been given, the other family may get a chance to steal.

Product Information

IBM, Tandy, and compatibles; 256K minimum; CGA color graphics. ShareData.

Hints & Tips

- It's easier to get a good answer if you confer with several people, especially family members.
- When it's time to answer the question, be the first to press your response key.
- It's much more fun to play against a human player than against the computer.

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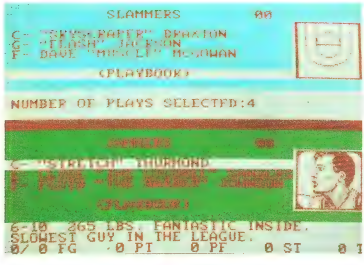

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Fast Break

Is three-on-three better than one-on-one? That's a matter of opinion, but you can decide for yourself by playing *Fast Break*, a new basketball game from Accolade.

Fast Break offers lifelike game play and graphics (particularly if your system has EGA). You can play the computer, or two people can play each other — even if you don't have joysticks, or if you have only one joystick. To simulate actual team play, each side has three fully animated players. You can instantly switch individual control from player to player at the touch of a joystick button or key.

The action in *Fast Break* is both fast and realistic. You can run, dribble, pass, jump, block, rebound, shoot inside or outside, score three-pointers, intercept passes, strip the ball, commit fouls, and even get ejected from the game. (There isn't any foul shooting, however.)

One interesting feature of *Fast Break* is its play calling. The game has 14 prearranged plays, and you can add one additional play of your own. By selecting a play during a game, you gain some measure of control over the two animated players who aren't under your direct command. All in all, *Fast Break* is a welcome addition to the world of sports games.

Screens Shown

1 You can control any one of the three players on your team. Black sneakers indicate which player is currently under your command.

2 You have a six-man roster from which to choose your three players. Each man has his own strengths and weaknesses.

Product Information

IBM, Tandy, and compatibles; 256K minimum for CGA and MCGA, 384K for Tandy 16-color graphics, 512K for EGA; one or two joysticks recommended. Accolade.

Hints & Tips

- The computer opponent is very tough. We lost our first game 87-0!
- The best way to get started is to polish your ball-handling and shooting skills in practice mode.
- You can call up to six timeouts during a game and switch players if you want.

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2

F-15 Strike Eagle

In the field of military flight simulators, *F-15 Strike Eagle* stands among the best. The detailed flight controls can be learned without undue difficulty, and the military missions ease the learning curve by giving you a reason for learning to fly. Well on its way to the status of classic, F-15 has glued many would-be combat pilots to their computers for hours on end.

Your F-15's Head-Up Display (HUD) gives you information about airspeed, altitude, line of flight, air-to-air recticle (for aiming guns and missiles), air-to-ground recticle (for bombs), pitch lines, a target designator box, a missile designator box, and a steering cue.

The instrument panel shows your mach number (mach speed indicator), heading, engine power, fuel remaining, and four warning indicators (including detection of heat source). Other controls include activating short range and medium range missiles, activating bombs, throttle and afterburner settings, defending against radar-homing and heat-seeking missiles, dropping fuel tanks, and bailing out of the jet.

The goal in *F-15 Strike Eagle* is to work your way through seven combat missions. The first sets you in Libya (August 1981) against two MiGs and an Su-22. Mission 2 takes you to Egypt in 1973, and in the third, to Haiphong in 1972. The missions increase in complexity, so by the time you reach the 1981 Iraq and the 1984 Persian Gulf scenarios, you have become an accomplished pilot.

Screens Shown

1 The cockpit display offers a wealth of options.

2 Enemy aircraft seem to appear out of nowhere.

Product Information

IBM, Tandy, and compatibles; 128K minimum memory; CGA or EGA graphics; joystick optional. MicroProse.

Hints & Tips

- Master the first scenario before moving on to the others. Simply finding your objective will take a considerable amount of practice.
- Use your front, rear, and ground views liberally. Your instruments will orient you, but your eyes are still worth having.
- Outrun enemy fighters if you can, especially if you have been hit and are in danger of being shot down.

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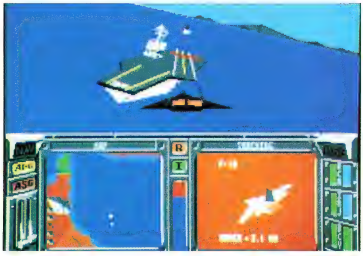

2

F-19 Stealth Fighter

MicroProse Software has developed an exceptional reputation for high-quality computer simulations that are both realistic and entertaining. Popular titles such as *Gunship* and *F-15 Strike Eagle* are now joined by another winner from designer Sid Meier, *F-19 Stealth Fighter*.

This new game actually began as an enhancement of an earlier product, but took on a life of its own when the improvements became so extensive that the results went beyond original expectations. *F-19 Stealth Fighter* is an air combat simulation package based on the U.S. Air Force's top secret stealth fighter. You fly the fighter from aircraft carriers or land bases on combat and reconnaissance missions in Libya, the Persian Gulf, the North Cape, and Central Europe.

You control pitch, roll, altitude, and other flight factors, learning skills that will enable you to engage in stealth flying activities. The fighter is equipped with state-of-the-art radar-evasive technology; modular glide bombs that you control; TrakCam sighting for locking onto enemy aircraft; and many other weapons and systems that you control. The game also includes a comprehensive manual, four detailed maps, and a keyboard overlay.

Screens Shown

1 Your TrakCam sighting will help you lock in on the enemy before he knows you're there.

2 Your missions will usually begin and end from an aircraft carrier or land base.

Product Information

IBM, Tandy, and compatibles; VGA, EGA, CGA, MCGA, and Hercules graphics; 256K minimum memory. MicroProse

Hints & Tips

- As you improve your flying and your fighting, you will have the chance to track your career through medals and rank promotions.
- TactiVue and SlotVue perspectives offer new ways for you to view your enemy, lock onto targets, and see your flight path.
- There are hundreds of missions within the four regions for which you fight. Improve your pilot skills and increase your effectiveness as a fighter.

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2

Final Assault

Pack your rucksack — it's going to be a long cold climb. In *Final Assault*, a mountain climbing simulation, your survival depends on placing one foot carefully in front of the other, and on having the forethought to bring along the supplies you'll need.

A training course will teach the basics of climbing by providing suggestions on the proper way to scale rock or the right equipment to use when crossing a glacier. But once you pass the training, you're on your own with six mountains to conquer. The easy "Footloose" climb isn't too difficult, but you'll have to be a real expert to attempt the "Side-Burner" course. Even when you've mastered each peak, you can challenge yourself with a combination of one to three different routes.

There are 50 items available to pack in your rucksack, including crampons, pitons, warm clothing, a hammock, a first-aid kit, a flask, and food. The computer will suggest items, or you can select your own provisions. Be prepared for a variety of terrain, however. On any climb you'll have to cross glaciers, climb ice, and scale rock.

A character indicator will tell you when you should dress more warmly, stop for a rest, or grab a bite to eat. Ignore him, and you could end up head first in a snowdrift. But if you climb carefully, you'll be able to plant your flag on the summit of a mountain.

Screens Shown

1 Be sure to hold down the keyboard button or joystick until your climber finishes each movement when climbing on ice.

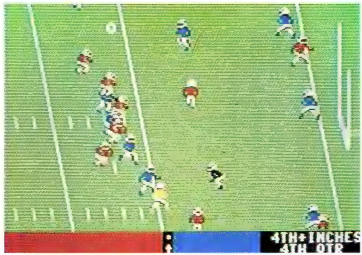
2 The best way to climb on rock is to move each arm and alternate legs. Be sure to wear a helmet so you won't have to worry about falling rock.

Product Information

IBM PC and compatibles; 256K minimum memory; CGA or Hercules graphics; joystick optional. Epyx.

Hints & Tips

- Some things are unnecessary short climbs. But *always* carry crampons, straps, soft shoes, chalk, a helmet, and anorak.
- Don't take food unless trying a combination of peaks. For a long climb take water, two 20-meter ropes, three 40-meter ropes, and a hammock.
- When climbing rock, don't get your climber into a position where he can't use his arms.



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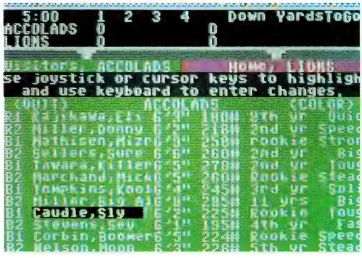
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B2 Sellers,Sure 6'6" 260# 2nd yr Big
B1 Tawara,Killer 6'5" 278# 2nd yr Tous
B2 Marchand,Mick 6'5" 260# Rookie Stead
B1 Tompkins,Kool 6'4" 245# 3rd yr Soli
B2 Miller,Sly #1 6'4" 205# 11 yrs Big
B1 Caudle,Sly 6'2" 225# Rookie Tous
B2 Stevens,Sev 6'1" 195# 4th yr Strea
B1 Corbin,Boomer 6'5" 224# Rookie Speed
B2 Nelson,Moon 6'3" 220# 5th yr Stead

2

4th And Inches

From the designer of Accolade's superb baseball game, *Hardball*, comes an equally playable football game. *4th and Inches* attempts to do for computer football games what *Hardball* did for computer baseball games — combine accurate simulation with fast, joystick-controlled action — and to a great degree it succeeds.

The screen is divided into four sections. The playing field, with all the players, occupies the top three-quarters, while below it are boxes for offensive plays, defensive plays, and time remaining and score. All boxes come into play, because each team must first call its play, then execute it by controlling players with the joystick.

Plays and formations are plentiful. The offensive coach selects from a list of formations including short yardage, double tight end, pro set, strongside back, double wing, and two kinds of shotgun. Defensive formations are 3-4, 4-3, flex, nickel, and short. After choosing a formation, the coach selects the play itself.

When on the offense, you control the quarterback until he releases the ball, then the runners or receivers as they run down the field. The trick is to remember which play you've called, waiting for the right moment to push the button and pass or handoff the ball. As defensive player, you control the player who is flashing on the screen, and your goal is to stop the offensive play.

Screens Shown

1 With both teams set at the line of scrimmage, the quarterback has just started the play.

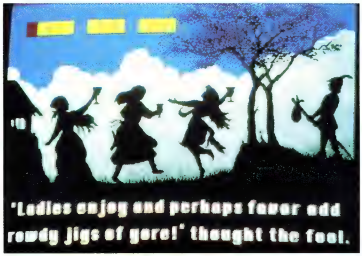
2 Choose your starting team from a list of individually capable players.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, Tandy 16-color, or Hercules graphics; team construction disk available separately. Accolade.

Hints & Tips

- Your best receivers might well be ineffective if your quarterback never gets a chance to throw against an imposing defensive line.
- Select the medium and long passes only rarely, especially when you are new to the game. Passing is not automatic.
- Don't run the quarterback all over the field. Remember the play you've called, then put him into a position to pass.



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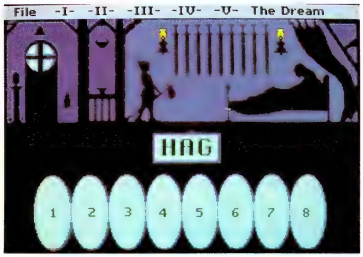


2

Screens Shown

1 Meet the Fool — part guide, part puzzle, and all fool.

2 There are more than 90 different puzzles in *The Fool's Errand*.

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, or monochrome graphics. Miles Computing (distributed by Electronic Arts).

The Fool's Errand

Not since the Oracle at Delphi have there been as many intriguing, confusing, and fun-filled puzzles as you'll find in *The Fool's Errand*, a unique combination of conundrums that's bound to please anyone with a penchant for puzzles.

There are word puzzles, picture puzzles, logic puzzles, maze puzzles, cryptogram puzzles, and many more. In fact, there are more than 90 different puzzles including over 30 different puzzle types.

But the puzzles also tell a story. They're the keys to the solution of a quest. The puzzles make up a map, and the map is also a puzzle. And underlying all of the puzzles is a magical theme involving a Fool (the professional kind). The puzzles are not only a lot of fun, they're charming as well.

The Fool's Errand has been a big hit on the Macintosh computer, and Miles Computing has gone to great lengths to make sure that the PC version carries the same punch. This is a puzzle player's paradise, and a game that's already become a unique contribution to electronic gaming.

When (and if!) you ponder your way to the end of all of the puzzles, you'll be treated to a finale to celebrate your talents. Then your only challenge will be to wait until Miles Computing comes up with a sequel to this delightful game.

Hints & Tips

- Whether you like word puzzles or picture puzzles, you'll find a rich variety of both. One puzzle leads to another and another.
- You must help the Fool solve the biggest puzzle of them all—the search for wisdom.
- Study the graphic puzzles carefully. Things are not always as they appear. In fact, they almost *never* are.

1

2

The Games - Winter Edition

True to the Olympics, *The Games* contains opening and closing ceremonies. These are lavish affairs on disk as in real life, but their purpose is to give way to the events themselves. It's the competition, after all, that makes the Games what they are.

As an Olympic athlete, you can compete in the luge, figure skating, speed skating, downhill skiing, slalom skiing, ski jumping, and cross-country skiing. Notably missing is hockey, of course, but Epyx has chosen to concentrate on the individual sports only.

All activity is controlled by joystick or keyboard. Speed skating, for example, requires that you push right and left to thrust arms and feet, up or down to change track sections at the cross-over points, and the fire button to pick up the skater if he falls. The secret here is to instill a rhythm into the skaters' movements, exactly as you would in the real sport.

Figure skating is a bit different. Pushing the joystick left or right moves the skater in that direction, while pushing up makes the skater perform the next move in the program (which is selected for you). None of the events is difficult to play. Mastering them all, though, requires a great deal of practice. But that, too, is what Olympic competition is all about.

Screens Shown

1 The figure skater performs maneuvers under a spotlight while set against the background of the crowd.

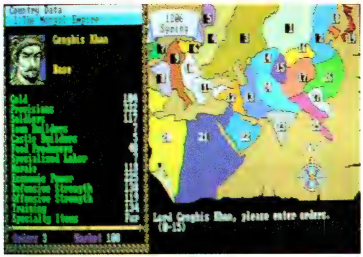
2 The luge contest is about to begin.

Product Information

IBM, Tandy, and compatables; 512K memory; CGA, MCGA, EGA, or Hercules graphics; joystick reccommended. Epyx.

Hints & Tips

- In the ski jump, landing is as important as taking off. Landing at exactly the right second could easily win you the race.
- In cross-country skiing as in speed skating, establish a rhythm in your movements. Jerky movements mean a loss of time.
- The most important thing to remember in the luge is to practice the course until you know its layout.



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Genghis Khan

So you think it would be fun to be an emperor? It's certainly fun (and educational) to pretend you are, by means of Koei's new epic historical simulation, *Genghis Khan*, but the game makes it clear that successful kingship was a tightrope act, and empire-building is a career fraught with perils.

Genghis Khan takes the player back to the turbulent 13th century, when empires waxed and waned and old societies were in upheaval from England to Japan. There are two basic scenarios, each with five levels of difficulty.

The dynamics of statecraft are reproduced superbly in this game. To succeed, one must allocate resources to agriculture, defense, trade, diplomacy, urban development, and personnel training. Priorities must be set, yet flexibility as well as decisiveness is a prerequisite for longevity.

Players who savored the riches of Koei's earlier games —*Nobunaga's Ambition* and *Romance of the Three Kingdoms* —will find similarities but also a lot of differences. The graphics are better in *Genghis Khan*; the economic and diplomatic aspects of play are even more lifelike; and the combat system has been improved.

Koei has produced another winner: *Genghis Khan* is a mature, provocative, and utterly absorbing game. It is so compelling in its simulation of the challenges of statecraft, that it should be used in schools to bring history alive.

Screens Shown

1 Execute commands from this main screen, which shows the vital statistics for your country or empire.

2 Study the attributes of subordinates very carefully. Selective training can improve their abilities.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory; EGA or VGA graphics required. Koei.

Hints & Tips

- Population distribution is one key to internal growth and prosperity. If threatened, shift people to "castle building" for improved defense.
- A weak defender can whittle down a stronger foe by using his archers' long-range fire and by leading the invader through rough terrain.
- Before you go out to conquer, make sure you have the resources to sustain your ambitions.

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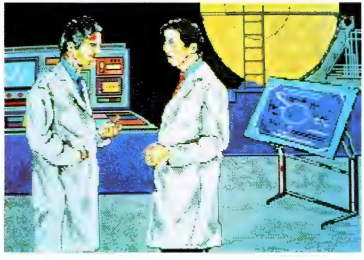

2

Guardians Of Infinity: To Save Kennedy

If you're a conspiracy buff, *Guardians of Infinity* is the game for you. The time is 2087. Time travel has become a reality and time itself has become unstable. A "chronal crisis" is wreaking havoc and temporal physicist Adam Cooper (inventor of the Time Sphere) has traced the origin of the crisis to November 22, 1963 — the day Kennedy was shot. That event had led to the creation of an "illegitimate" history which, after 124 years, is starting to unravel. Cooper has also discovered that an unknown time traveler, for unguessable reasons, was the mastermind behind the young president's death. As Adam Cooper, you must lead a team of five agents into the past and save Kennedy's life. The future—your future — depends on it.

The game builds to a climactic encounter with the President himself, in which you must somehow convince him that A) you really are from the future, and B) he'd better change his travel plans.

Great pains have been taken to give this game authenticity. Included in the manual, for example, are personality sketches, addresses, and daily schedules for 100 Camelotera figures, great and obscure, from Dean Rusk to Princess Radziwill. A 90-page novella sets the scene, gives background to the time travel concept, and provides useful insights into the abilities and personalities of the five agents you'll control.

Screens Shown

1 Watch this Top Secret slide show before playing. It provides detailed background information.

2 You must be careful about those you trust.

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; CGA or EGA graphics required. Paragon (distributed by Medalist International).

Hints & Tips

- Don't send your agents back into time without properly dated money, documentation, and — if possible — a set of U.S. Government credentials.
- Be very careful about what you say to people whose place in the 1963 scheme of things is unknown to you.
- If one agent fails on a given mission, that does not mean the mission itself is impossible, only that another approach is needed.

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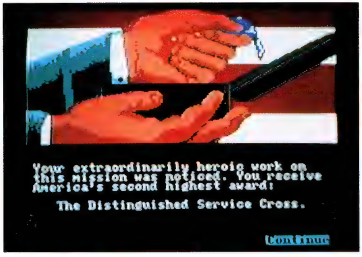

Your extraordinarily heroic work on this mission was noticed. You receive America's second highest award:
The Distinguished Service Cross.
Continue

2

Screens Shown

1 Your AH-64 Apache is the army's most powerful attack helicopter.

2 Successfully completing missions earns promotions and awards.

Product Information

IBM, Tandy, and compatibles; 256K memory; EGA, CGA, or Hercules monochrome graphics; joystick optional. Microprose

Gunship

You are at the controls of a flying tank — the AH-64 Apache attack helicopter. Armed to the teeth, the gunship will take you on dangerous missions all over the world, where even your hellfire missiles might not be enough to get you out of trouble.

Learning to get the most out of your Apache is no easy task. There are, after all, more than 35 displays in the cockpit alone. Take full advantage of the tutorials on learning to fly and gunnery and defense. Learn to use your helmet sights, your TADS (Target Acquisition and Designation Sight) computer, your air-to-air missiles, and your autoration (no engine) landing.

Then head out on one of hundreds of missions to one of four combat zones in the world. Experience guerrilla warfare in Southeast Asia, standard conflict in Central America, desert battles in the Middle East, or a life-threatening struggle with the Warsaw Pact allies in Western Europe. You'll have to make quick decisions based on the identification of ten aircraft and your own maps, radar warning, and damage displays.

Choose one of your flight controls, and be ready with your combat controls, including fire, jettison, countermeasure, or view display. The fate of the free world might depend on you.

Hints & Tips

- Until you are an experienced gunnery pilot, keep out of the Western Europe first line. The Warsaw Pact nations are formidable.
- If you don't like the odds in a mission, call in sick. But don't abuse the option; save it for duty in hostile territory when you're outnumbered.
- A red light on your threat display means you've been noticed by search radar. Firing will just attract more attention, so try another defense.

1

2

Halls Of Montezuma

Most war games cover one major military event. The event might be an individual battle, as in SSI's *Gettysburg: The Turning Point*, or it might be the full theater of an entire war, as in SSG's *Russia*. *Halls of Montezuma*, by contrast, covers one fighting force: The Marines.

How do you cover the Marines? Well, you start at the beginning and work towards the recent past. SSG starts with Mexico, in August of 1847, with the Marines under the General Winfield Scott. Skip the Civil War, in which the Marines did not play a huge role, and move on to World War I, with the battle of Belleau Wood. Here the Marines became the fighting force we know today.

After that, the Marines are a force of their own. The third scenario is the fight for Iwo Jima in 1945, the fourth and fifth the battle of Okinawa later the same year. From the Pacific, the game moves to Korea and finally to Vietnam.

Halls of Montezuma uses SSG's by-now famous Battlefront system. Guided by an elaborate series of easy-to-use menus, this system places you firmly in the role of commander, and you make only those decisions affecting command.

Screens Shown

1 Marine objectives in Hue include the school and hospital in the city's southern corridor.

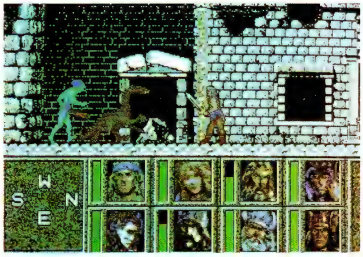
2 The player has corps commander's responsibility — supply, movement, morale, and support.

Product Information

IBM, Tandy, and compatibles, 256K minimum memory; CGA, EGA, MCGA, or VGA graphics; 3.5-inch and 5.25-inch disks included. SSG (distributed by Electronic Arts).

Hints & Tips

- In the Mexico scenario, the burden of attack is on the Marine Corps. Try playing the Mexican side to see how the computer handles the Marines.
- In the Iwo Jima scenario, terrain defense has been increased, as have the Japanese ratings and strengths.
- As the Marine commander in the Seoul scenario, remember to take the objectives in order. The North Koreans receive more men on turn 8.



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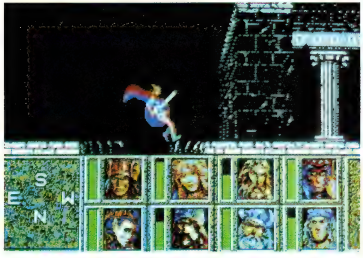


2

Heroes Of The Lance

Heroes of the Lance is the second product released by SSI in its Advanced Dungeons and Dragons game line. Like its predecessors, *Pool of Radiance* and *Dungeon Master's Assistant Volume 1*, *Heroes* is based entirely on both the AD&D world and the AD&D game system. Unlike the others, however, *Heroes* is a graphics action game.

Heroes takes place in the Dragonlance universe, the world of Krynn in particular. Three hundred years after the Cataclysm, Krynn has lost its belief in the gods, and the Queen of Darkness is using this loss to take Krynn over. Your party of eight adventurers must find the Disks of Mishakal, which are guarded and hidden somewhere in the ruins of Xak Tsaroth. If you find them, you can restore true healing — hence true faith in the gods — to Krynn.

Long before you reach the Disks, though, you have a host of baddies to get past. Men, Giant Spiders, Trolls, Spectral Minions, Aghar, Hatchling Black Dragons, Wraiths, Baaz Draconians, and Bozak Draconians are waiting in the depths of the ruins, and they do not take prisoners.

You must master ranged combat, close combat, and the use of magic spells. Magic-user spells differ from clerical spells, and each spell has a distinct effect. Then, too, you must find your way around the ruins, taking what you can find and destroying enemies as you go.

Screens Shown

1 Monsters are waiting for you as soon as you enter the ruins.

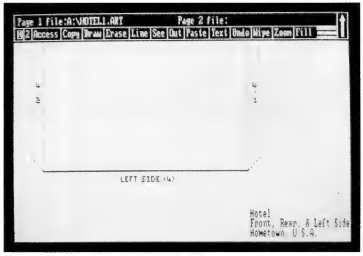
2 You have to keep moving to increase your experience.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA or Tandy 16-color graphics required; hard drive recommended. SSI.

Hints & Tips

- Learn early how to use the Hero Select command. The order in which the party travels is extremely important to winning battles.
- Be on the watch at all times for exits from your current level. Some exits are difficult to find.
- Remember that you can dodge missile weapons, and you can parry melee weapons.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LEFT SIDE (4)
Hotel
Front, Rear & Left Side
Hometown U.S.A.

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2

HOMETOWN, U.S.A.

Here's something really out of the ordinary: a graphics editing program that lets you custom-design an entire village, then print out ready-to-assemble modules. Fold, glue, paint, and *voila!*, you get a nifty little structure, ready to be finished with color, trim, what-have-you.

Fifteen basic structures come with the program: houses, grocery store, gas station, library, church, etc. The basic design can easily be loaded into a paint program and customized with accessories (signs, doors, window, a gazebo, even an outhouse) that come with the *Hometown, U.S.A.* program. By using the basic ingredients and adding a little imagination, you can create hundreds of structures based on these simple patterns.

Hometown, U.S.A. is an open-ended creative tool supplying the essential elements for a variety of applications. Teachers will find this a valuable program for getting the entire class involved in building a city, creating dioramas, even generating scenery for classroom video productions. Creating these models can be a team project or an assembly line process, depending on the situation and the kids' mood. Historic and period architecture can easily be simulated by taking advantage of the computer's flexibility. Exotic buildings, too, can be generated — the Taj Mahal, for instance, or Mt. Vernon.

SCREENS SHOWN

1 The basic patterns are clear and the on-screen processes for manipulating them are not complex.

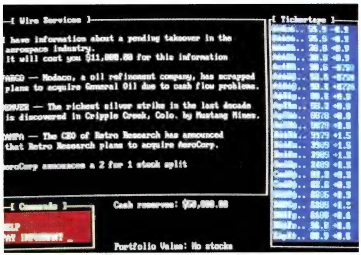
2 The finished structures are quite attractive and positively yell out to be hand-colored.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 256K minimum memory; graphics card required; printer required. Publishing International.

HINTS & TIPS

- These structures can easily be integrated into existing toy sets, such as Lego or Fischer Price, for added play value.
- Experiment with decorating the interiors. Fill patterns from a paint program can be used to generate wallpaper.
- Additional realism can be obtained by adding layers of trimmed paper or cardboard to shutters, window ledges, flower boxes, and moldings.


Wire Services
have information about a pending takeover in the aerospace industry.
it will cost you $11,000.00 for this information
CARGO — Nedaco, a oil refinement company, has scrapped plans to acquire General Oil due to cash flow problems.
POWER — The richest silver strike in the last decade is discovered in Cripple Creek, Colo. by Mustang Mines.
INTRA — The CEO of Retro Research has announced that Retro Research plans to acquire AeroCorp.
AeroCorp announces a 2 for 1 stock split
Commands
Cash reserves: $20,000.00
Portfolio Value: No stocks
Tickertape

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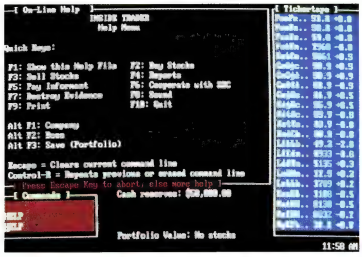


2

Screens Shown

1 The Ticker window shows the prices of all stocks, updating them as they change.

2 The help screens make learning the game easier.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, MDA, or Hercules graphics required; hard drive recommended. Cosmi.

Inside Trader

You've managed to save $50,000. Right now it's salted away in your savings account, gaining a paltry rate of interest. Somehow, you think, 50 grand should do a lot more.

So you turn, confidently, to the stock market. The maker of fortunes. The maker of tycoons. The maker of the American dream.

Inside Trader is a reasonably accurate stock simulation, albeit limited to 100 companies and only a few economic variables. It gives you a taste of what happens to your money — and to your ability to sleep — when you dive into stock trading as a way of making serious money. Be careful, though: like the real market, *Inside Trader* can become addictive.

Your goal is to amass as large a fortune as possible, without getting nailed by the Securities and Exchange Commission (SEC). Why would you get nailed? Because, while it is possible to make a fortune legally, by playing the stocks according to their prices only, it is often more lucrative to trade according to inside information. This practice is called inside trading, and the SEC frowns heavily upon it. Follow insider information often and the SEC will be on you like, well, like the SEC. And if they investigate, you can either cooperate, do nothing, or destroy your evidence.

Play aggressively yet carefully. Making a fortune is nice; spending it all to support your stint in jail isn't.

Hints & Tips

- Start out trading sensibly, with a goal towards making a few bucks before launching a riskier trading strategy.
- Grab the first bit of insider information you can, then protect yourself by conducting legitimate transactions.
- You can modify the game to reflect your favorite stock market.

Jack Nicklaus' Greatest 18 Holes Of Major Championship Golf

1

2

Unquestionably one of the finest golfers of the past two decades, Jack Nicklaus has played on the greatest courses in the world, and has even designed a few. This game receives his endorsement, and it proves to be a fine golf game indeed.

Game play is quite simple, yet all the factors that enter into real golf are in the game as well. Even the putting game, certainly the bane of the computer golf game designer, makes a considerable amount of sense here.

One nice touch is the availability of computer players. Most golf games force you to play either solitaire or against another human opponent, with no provision for computer opponents.

As the title suggests, this game is about individual holes, not entire courses. There are two Nicklaus-designed courses to play through (Castle Pines and Desert Mountain), but the greatest fun is the course comprised of Nicklaus' favorite 18.

Cart paths, roughs, sand traps, water, and out-of-bounds zones make up some of the hazards you will find. It's all here, and it's part of a fantasy golf course that only a professional could even dream about.

Screens Shown

1 At the beginning of each hole, a signpost gives you an overhead view of the entire hole.

2 The Break Indicator helps you decide the direction and power of your putt.

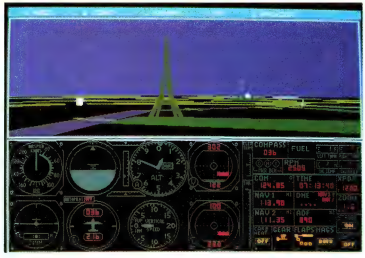
Product Information

IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, Tandy 16-color, or Hercules graphics required. Accolade.

Hints & Tips

- The first tip is to read the tips from Nicklaus himself, scattered throughout the manual.
- The Power Bar is your game tool. If you want to watch the animation and the graphics, play against other players.
- Practice your driving and putting. A strong drive will eliminate the need to pray during a long approach shot.

1



2

Jet

Version 2.1 of this popular jet fighter simulator features improved graphics, menus, coordinate system, speed, flight characteristics, and joystick and mouse options, among other enhancements. These changes fine-tune what was already a very successful entertainment package.

Jet puts you in the cockpit of either an F-16 Fighting Falcon or a carrier-based F-18 Hornet jet fighter. You learn to maneuver these incredibly fast aircraft in free-flight non-combat mode. Then, you take one or the other out against MiG-21 and MiG-23 jets for dogfights, or go up against ground and sea targets. You're in charge of very sophisticated navigation and flying controls, including search radar, automatic target tracking, and even an ejection seat in case all else fails.

Another impressive aspect of *Jet* are the many scenery disks available from SubLogic that can be purchased separately. There are now more than a dozen such disks covering all of the United States and selected parts of the world. The disks can be used with *Jet* or with the *Microsoft Flight Simulator*, and provide a remarkable amount of visual detail complete with airports, highways, rivers, and much more.

Screens Shown

1 You can pilot either a F-16 Fighting Falcon or a carrier-based F-18 Hornet jet fighter.

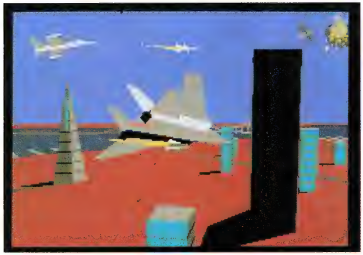
2 *Jet* offers many additional scenery disks, such as Western European Tour.

Product Information

IBM (including PCjr), Tandy, and compatibles; 256K minimum memory; CGA, EGA, or Hercules monochrome graphics; joystick optional.
SubLogic

Hints & Tips

- If pursued by an enemy missile, try flying at right angles to it so you'll degrade its homing accuracy and waste its energy.
- When engaged in dogfights, learn to use the Zoom features effectively to increase your weapons' accuracy.
- When aiming at a ground target, steep pitch angles are best for firing. But you are more vulnerable there as well.



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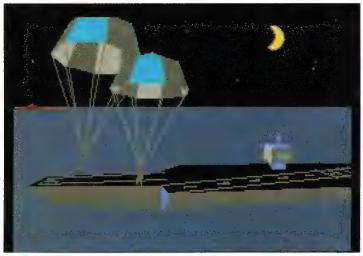

2

JETFIGHTER: THE ADVENTURE

Catapult your F-14 from the flight deck of the U.S.S. *Constellation* to do battle with hostile MiGs. Soar over the deserts of southern California in an F-16 to intercept airborne terrorists sneaking across the border. Zoom above the Pacific near San Francisco in an F/A-18 to guard our coastal waters against terrorist attacks. You can do it all with *Jetfighter*.

This new game is destined to advance to the front rank of combat flight simulators. It demands a high-performance computer system, but it delivers high-performance action. You can choose from three different fighter planes and several combat missions — including air-to-air and air-to-ground combat. Free-flight training modes give you as much time as you need to learn. And unlike some combat simulators, *Jetfighter* recreates actual scenery. The Los Angeles and San Francisco Bay areas are depicted with realistic detail, right down to individual buildings.

Jetfighter's graphics and "feel" are exceptional. Best of all, the simulator is not too difficult to fly, so you can concentrate on having fun. In fact, sometimes it's more fun to forget about the combat missions and just fly acrobatics around the Golden Gate Bridge!

SCREENS SHOWN

1 *Jet Fighter* has real-world scenery, as seen in this dogfight over downtown San Francisco.

2 If you botch a carrier landing, you can always press Ctrl-E to eject.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 512K minimum; EGA or VGA; joystick optional; 80286- or 80386-based AT highly recommended. Velocity.

HINTS & TIPS

- Study the manual carefully. It has excellent diagrams and descriptions of classic air combat maneuvers.
- When the going gets tough, the tough bail out. You can press Ctrl-E to eject from a doomed plane.
- Get some experience before flying the U.S. Navy F-14. Nothing is hairier than landing on a carrier.

1

2

JOHN ELWAY'S QUARTERBACK

You take the snap from center, fade back into the pocket, and then begin to roll right as you look for an open man downfield. The other team is in a Prevent defense, and you're having trouble finding a free receiver. What now? This is *John Elway's Quarterback*, the PC version of the hit arcade game. It's a colorful recreation of the real thing, and the game puts you in the driver's seat. You call any of nine plays (each can be reversed) on offense and, on defense, you pick any of six diagrammed setups.

One of the best aspects of *John Elway's Quarterback* is that you are never locked into a play. Just as in a real game, if you start out on a pass play and find no receivers open, you can improvise. Bootleg the ball around the end. Scramble up the center if a hole opens. Every play is a bit different, giving you a wide range of strategies both offensively and defensively. You can play against the computer or against another person. There are dual keyboard controls as well as a joystick option.

Offensive plays always move from the bottom of the screen toward the top. And the game uses nine players per team rather than eleven, for better graphics. You can even hear the quarterback calling the signals if you wish.

SCREENS SHOWN

1 It's up to you choose the play that can put your team in the lead.

2 Increase you defensive power by studying the opposing team's weaknesses.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; CGA, EGA, Tandy, and Hercules monochrome graphics; joystick or keyboard. Melbourne House/Mastertronic

HINTS & TIPS

- The key to winning is to mix up play options, and then learn to improvise as you go along. Reading the defense or offense is crucial.
- When passing, drop back five or ten yards to get some breathing room. Then lead your receiver just as you would if you were really throwing.
- Certain offensive plays naturally work better against certain defenses. Learn to spot plays as they unfold and you'll have an edge.

1

2

KARNOV

This new arcade-style action game is a big hit onpopular videogame entertainment systems. And the PC-compatible version is a good translation. You guide the Russian Karnov in search of the Treasure of Babylon which was stolen by the evil dragon Ryu. Fight your way past dozens of enemies by jumping, running, swimming, climbing, and flying. There are nine levels of game play. Each level requires different sets of game-playing skills.

You will have to learn the strengths and weaknesses of all Karnov's enemies. They can be beaten. But you must study each one. Pick up K marks as you go along. When you have 50 of them, Karnov will gain another life. You can also pick up bombs, boots for extra jumping power, boomerangs, glasses for seeing hidden enemies, wings, swimming masks, shields, and powerful exploding clappers that kill all enemies on screen.

Karnov is strong, but slow. You cannot outrun most of your enemies. So, plan to fight and use all of the weapons and special abilities you find along the way. After battling through all levels, you encounter the dragon Ryu. You must destroy Ryu to recover the Treasure of Babylon.

SCREENS SHOWN

1 Karnov must rescue the Treasure of Babylon from the dragon Ryu and restore it to his village.

2 Watch out for the huge boulders this enemy throws. Dodge them or die.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 512K (640K Tandy); 5-1/4" or 3-1/2" drive; EGA, Hercules, or Tandy 1000 graphics mode; joystick optional (strongly recommended). Data East

HINTS & TIPS

- Rock Men will throw boulders. But you can destroy them and the men if you shoot fast enough.
- When you get a ladder, try climbing to the top from time to time. You may find hidden weapons that you cannot see from the ground.
- The boomerang adds fighting power. If you catch it after it has been thrown, then you can use it again and again.

1

2

Kings Of The Beach: Professional Beach Volleyball

Kings of the Beach: Professional Beach Volleyball brings all of the spikes, digs, sets, blocks, and bumps of volleyball to your PC. Five different locations — San Diego, Rio, Hawaii, Chicago, and Australia — offer a variety of beaches and a wide range of opponents.

Electronic Arts cooperated with the leading beach volleyball team in the world — Sinjin Smith and Randy Stoklos — to create this two-on-two volleyball action game. As either Smith or Stoklos, you sign up for different tournaments, and then battle your way against 20 different opponents. But before jumping into tournament play, you can gain experience as long as you like in the game's practice mode.

Stoklos is the wizard of the net with his expert spiking and blocking. Smith is the speedy backcourt man who digs, covers, and sets. When you start the game, you'll face rank amateurs. But as you move from match to match, you'll face tougher opponents.

The city backgrounds feature the sights and sounds unique to each location. To advance, you must win three matches at each beach. You'll then receive a password to take you to the next level.

Screens Shown

1 The actual playing styles of Smith and Stoklos are represented in the game.

2 You can register to begin match play, or just to practice your shots.

Product Information

IBM, Tandy, and compatibles; CGA or EGA graphics; 256K minimum memory for CGA; 384K minimum memory for EGA and Tandy graphics; joystick recommended. Electronic Arts.

Hints & Tips

- Your teammate is always computer controlled. But you can choose to play against another person or against the computer.
- The game has built-in functions that help you get to the ball and place the ball on shots.
- The spikes, blocks, and digs are not hard to master. Putting them together at the right time is the key to winning.

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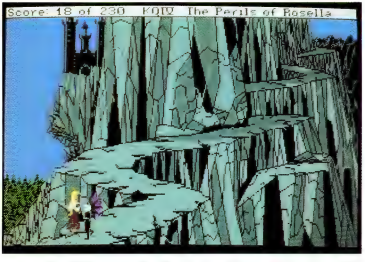

2

King's Quest IV: The Perils Of Rosella

The *King's Quest* games comprise one of the most successful and significant computer entertainment series in PC history. Close to a million copies have been sold over the past few years, and the 3-D color graphics in the games have helped to set new standards. Now, Sierra is releasing the long-awaited fourth adventure. Fans of earlier *King's Quest* games won't be disappointed.

The Perils Of Rosella features not only exceptional color animation and good game play, but also a beautiful musical soundtrack by Emmy- and Grammy-nominated composer William Goldstein. There is even a 10-minute animated cartoon that introduces the story of the game. The new game supports several music features, including the IBM 8-voice music card, the AdLib Music Synthesizer Card, and the new Roland MT-32 music card.

There are hundreds of locations to explore, people to meet, puzzles to solve. You, as Rosella, must carry out several successful quests in order to complete the final quest. The land holds many obstacles and hostile beings, but Rosella must overcome them if she is to save her father's life.

Screens Shown

1 Time is very real in *King's Quest*, so Rosella can visit this pond by day or night.

2 There are many difficult obstacles for Rosella to overcome before she can complete her final quest.

Product Information

IBM, Tandy, and compatibles; CGA, EGA, MCGA, and VGA graphics; keyboard, mouse, or joystick options. Sierra On-Line

Hints & Tips

- Wherever Rosella travels, study the land or the dwelling carefully. Examine things closely. And remember, kindness is sometimes rewarded.
- In *King's Quest* games, you can move on all sides of objects and characters. Try to move in ways you might not with other graphic adventures.
- There is an introduction to this game that those familiar with the *King's Quest* series will find surprising.

1

2

The Last Ninja

You are a member of the Brotherhood of the White Ninja. While on a pilgrimmage to the island of Lin Fen, the members of the brotherhood were executed by evil Shogun Kunitoki and his Ashikaga Clan. You alone survive, having stayed behind to guard the Bunkinkan Shrine.

Now Shogun Kunitoki has taken over the Ninja Palace, which houses the sacred scrolls. All the darkest secrets of the Ninja are revealed in the scrolls. You have to retake the palace and destroy Kunitoki and his clan.

The island is covered with samurai warriors, martial arts experts, and Kunitoki guards. There are also other perils, too, such as rising skeletons and vampire-like tarantulas. Battle them as you search for items to aid you on your journey. Collect all the food, charms, and weapons you find, including a pouch, sword, numchukas, sleeping potion, amulet, or apples which give you extra lives.

You have to struggle with samurai warriors, masters of martial arts and guards in six different parts of Lin Fen: the wastelands, wilderness, palace gardens, dungeons, palace, and inner sanctum. Only by defeating Kunitoki and finding the scrolls will your quest come to an end.

Screens Shown

1 Defeated by this staff-carrying ninja, you only have three lives left.

2 Sometimes vital clues can be found in the shrines that line your path.

Product Information

IBM, Tandy, and compatibles; 512K (384K Tandy); EGA, CGA, or Tandy 16-color graphics; joystick recommended. Activision

Hints & Tips

- The complicated island of Lin Fen is a mass of mazes. Making a map will help you remember where valuable items and magic are to be found.
- There's a slight delay as your Ninja leaves one screen and enters another. Make sure he enters armed. Danger lurks behind every corner.
- If you need advice about individual objects of magic or weapons, look to the shrines of knowledge.

1

2

Leisure Suit Larry II: Looking For Love In Several Wrong Places

When he was 38 (and still living with his mother), Larry Laffer realized that the Good Life was passing him by. He bought a white leisure suit, some gold chains, elevator shoes, and dedicated his every waking moment to the pursuit of female companionship. Larry's PC debut (in Sierra's *Land of the Lounge Lizards)* proved to be one of the most popular fantasy games of 1987, and a boon to adults who were burned out on sword-wielding hobbits.

Now Larry's back and wants to find his ideal partner and (gasp!) *settle down*. Sounds like "Mission Impossible," right? Hey, give the guy a break! Larry can't help it if his incredible social maladroitness keeps getting him into embarrassing, humiliating, dangerous, and hysterically funny situations.

Larry confronts a pistol-packin' Southern Belle in a "Quickie Mart" and vies for the affections of the lovely Barbara Bimbo on a tacky TV game show. You can adjust the game's "filth level" from prudish to raunchy, but Larry II is truly adult satire, not soft-core PC porn. Not many kids would find the game all that funny — or even comprehensible. *Larry II* is inventive, sly, exasperating, engrossing, and even a little bit smug. There are marvelous graphics, too, of the day-glow type favored by Sierra.

Screens Shown

1 So your girl just gave you the boot, huh, Larry? Search her garage — she owes you one.

2 That big Grotesque Gulp Cola looks expensive — are you sure you've got enough cash to pay for it?

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; 8 MHz or faster recommended; CGA, EGA, MCGA, or VGA grahpics required; hard disk recommended; mouse or joystick optional; supports several music cards. Sierra.

Hints & Tips

- Save this game often! There are a number of extended animation routines which are amusing...the first time or two.
- When Larry wins his dream cruise with Barbara Bimbo, make sure he remembers to bring his passport, or it's "Bon Voyage" to happiness.
- Early in the game, you'll pass a music store. It will be closed. Come back later and talk to the pretty Hispanic clerk.

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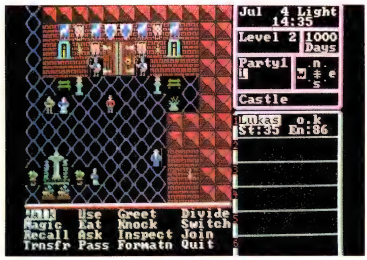


2

The Magic Candle

The arch-demon Dreax has been imprisoned in a magic candle to protect the land of Deruvia. But the magical realm is now in danger. Those who guard the flame have disappeared, and the candle is beginning to melt. The evil minions of Dreax are growing bolder as they anticipate the release of their demon-lord. Who will undertake the challenge to use magic and combat to defeat the evil ones and find the secret of the candle?

You will, that's who. If you enjoy colorful graphic adventures that offer depth of play as well as simplicity of operation, then *The Magic Candle* is sure to hold you spellbound.

There are 25 personalized player characters, with six of them active at any given time. You're in command of a party of six, but you can split the group into several teams if you wish. There are also hundreds of nonplayer characters.

To make progress easier, the commands that are available to you at any given time are listed on the screen. So, although there are more than 40 commands, only the appropriate ones appear on screen. There are 54 dungeon levels, six towns, six villages, two castles, 26 types of monsters, 24 magic spells, and a huge world to explore.

Screens Shown

1 *The Magic Candle* offers a well-developed combat system with an emphasis on planning and tactics.

2 Selecting your commands is easy. Choose them from the list on the screen.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, or Tandy graphics. Mindcraft (distributed by Electronic Arts).

Hints & Tips

- Combat sequences are animated, giving you the chance to develop your offensive and defensive talents.
- You have the ability to converse with the inhabitants. Build your charisma, and people will grow friendlier.
- The game comes with a full-color fold-out map that will help you to orient yourself in this magical world.

1

2

Manhunter, New York

No one knows why the Orbs invaded Earth in the early 21st Century. Swiftly overcoming Terran resistance, they soon established a tyrannical rule over the entire planet. No one knows why they left New York City as a reservation for humans. And no one knows why they select certain humans to be their agents, their "Manhunters." In *Manhunter, New York*, you are one of the chosen few. You start off your first assignment with nothing to go on except a gruesome corpse in a bombed-out room at Bellevue hospital, and a powerful — though not *all*-powerful — computerized tracking device.

Manhunter, New York is partly a quest game, partly a role-playing game, partly a series of mini-arcade games, and in its entirety an intricate and sinister puzzle, laced with black humor and given bite by a touch of Orwellian satire. As the Manhunter, you are free to chose between serving the alien overlords — by exposing the human underground — or turning against them by joining with it.

The graphics are eerie, the colors psychedelic, and the panoramas of New York City in decay are disturbing. *Manhunter* is a fairly grisly game, too, in a Grand Guignol sort of way, but generates plenty of atmosphere, teases the brain, and packs plenty of action.

Screens Shown

1 This man will challenge you to a game involving his fingers and your knife. If you win, he'll reveal a major clue.

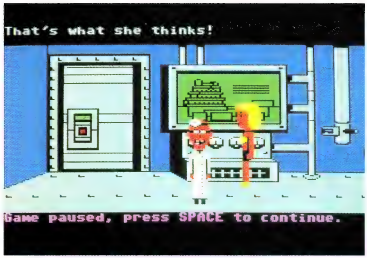
2 At one location, you'll be attacked in an alley by a gang of punks armed with bottles, knives, and a gun.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, VGA, or Tandy 16-color graphics required; joystick optional; 5.25" and 3.5" disks included. Sierra.

Hints & Tips

- Early in the game you'll have to solve a pinball-maze game. Keep track of the shortest path through the maze.
- Photocopy printed maps and building plans so you can jot down clues which will be flashed on the screen by your tracking device.
- Clues in *Manhunter* are not sequential. Assume that everything on the screen may have more than one meaning.



1

SECKRIT LAB
Walk to
Push Open Walk to Unlock Turn on
Pull Close Pick up New kid Turn off
Give Read What is Use Fix
silver key canned goods

2

Maniac Mansion

Dr. Fred's on the loose again, and he's up to his old brain-sucking experiments. And Sandy has been grabbed for his first victim. It's up to seven of her friends to come to the rescue. You'll have to pick a likely trio from those who are willing to enter the strange mansion where Dr. Fred lives with Nurse Edna and Weird Ed. Obviously none of the seven is aware of the strange meteor that crashed near the mansion 20 years ago....

Each of Sandy's seven friends has a different talent that will come in handy once they infiltrate Maniac Mansion. But the game can be solved with any combination of teens. Explore every strange room in the mansion and pick up everything the group finds — even that week-old roast might be needed later.

You'll have to hurry if you want to save Sandy from becoming a statistic in Dr. Fred's master plan. But you do have time to find out why there's a mummy in the bathtub, a statue of Nurse Edna on the second floor, and radioactive water in the swimming pool.

Five different solutions will complete *Maniac Mansion*, but you can't expect to solve the puzzle without finding the 70 different objects or exploring the six different mansion floors. There are dozens of puzzles and jokes behind every door in *Maniac Mansion*.

Screens Shown

1 Sandy has to rely on friends to save her from Dr. Fred's clutches.

2 There's no way through those strong iron bars — but there might be a loose brick somewhere.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; VGA, EGA, CGA, MCGA, and Hercules graphics, joystick or mouse optional. Lucasfilm Games.

Hints & Tips

- The Green Tentacle will eat *anything*. While he appreciates the food you bring him (however disgusting), he really wants to start a rock band.
- You can use the dime in Ed's piggy bank to operate the telescope. A quarter for the video game is in the wall safe.
- A loose brick in the dungeon will open the door when you push it. Or have someone tall fetch the key from the living room chandelier.

1

2

MEAN 18

You'll be ready for Augusta after mastering *Mean 18*, the golf simulation game that combines realistic strategy with some of the most challenging holes in the world.

Up to four players can compete in a round. There's the stroke (medal) option for one to four players, match play for two, or best ball for two teams of two players each. Practice a tee, green, or hole if you need to, then get down to business. Choose the pro or regulation tee and decide whether or not you're expert enough to choose your own clubs and stroke, or have your caddy suggest them for you.

Then take a look at the yardage markers showing the distance to the pin and address your ball. You'll be playing on the best courses ever: St Andrews in Scotland, Pebble Beach in California, or Augusta National in Georgia. Once you've become an expert on those links, try *Famous Course Disk, Vol. II*, containing Inverness Club in Ohio, Turnberrt in Scotland, and Harbour Town in South Carolina. *Volume III* includes Olympic Club in San Francisco, Las Colinas in Texas, and Muirfield in Scotland, and *Volume IV* lets you try Doral in Florida, Castle Pines in Colorado, and Kapalua in Hawaii.

And if none of these is challenging enough, design your own with the *Mean 18* Course Architect.

SCREENS SHOWN

1 Watch out for the twin bunkers on the second hole of the Pebble Beach course.

2 Use a wedge to chip from the sandtrap to the green.

PRODUCT INFORMATION

IBM, Tandy, and compatibles. 256K memory. EGA, Tandy 1000, RGB 4-color, RCG mono or composite graphics supported; mouse or joystick needed for Course Architect. Accolade

HINTS & TIPS

- Game statistics are kept automatically by the computer, including the length of the longest drive, ball closest to the pin, and number of birdies.
- Adjust your clubs for the terrain. Light rough requires a club that's one selection above normal. Deeper rough would be two or three up.
- When you land in a water hazard, you must either replay the ball or drop it along a line from water to hole. Decide by the overhead view.

1

2

Microsoft Flight Simulator

One of the most popular entertainment programs ever, *Microsoft Flight Simulator* introduced the idea that business computers could be fun, too. This latest version offers more features and better graphics, especially if your computer has an EGA or VGA board.

Like earlier versions, *Flight Simulator* 3.0 seats you in the cockpit of a Cessna 182, a business jet, or a World War I fighter plane with a realistic view of both the outside and the array of flight controls and instruments. It's all there — ailerons, flaps, elevators, rudder, throttle, landing gear, brakes, altimeter, artificial horizon, compass, NAV and COM radios, VOR beacons, automatic direction finder, transponder, and much more.

You can fly over Seattle, Chicago, Los Angeles, San Francisco-Oakland, and Boston-New York. Circle the Statue of Liberty, soar over the Sears Tower, or buzz beneath the Golden Gate Bridge. Additional scenery disks are available so you can tour other parts of the country as well.

You don't destroy any aliens or score any points in *Microsoft Flight Simulator*. It's part practice simulator, part noncompetitive game, and part educational program. But the unique combination of realism and fantasy has made it a favorite for adults and youngsters alike.

Screens Shown

1 The instrument panel and radio stack are as realistic as those on a real plane.

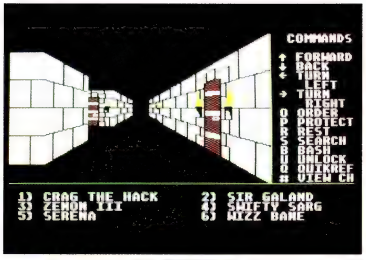
2 Learn to perform spins, loops, rolls, and other aerobatics with on-screen instruction.

Product Information

IBM, Tandy, and compatibles; 256K memory; CGA, EGA, VGA, or HGC card or equivalent. Mouse and joysticks optional. Microsoft

Hints & Tips

- Realistic navigational maps of VOR beacons and airports are included with the game. A road map will be useful when cruising over major cities.
- If you tire of fair-weather flying, you can set weather conditions ranging from overcast skies to windy storms with ground turbulence.
- You can instantly change views in mid-flight to look left, right, up, down, or backward, or even view yourself from a chase plane or airport tower.



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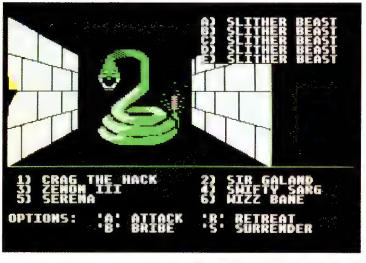


2

Might And Magic

What is the secret of the Inner Sanctum? You have a long way to go before you can find out. There are 25 major quests to solve first in this very popular fantasy role-playing game.

You can use the pre-programmed characters or create your own. They can be of six types (knight, paladin, archer, cleric, sorcerer, or robber) and of five races (human, elf, dwarf, gnome, or half-orc). You decide whether they are good, neutral, or evil, but the computer assigns attributes of intellect, might, personality, luck, and other qualities.

Your troupe will have to cross oceans, search through dungeons, climb mountains, and explore castles to fulfill its missions. The subterranean towns of Varn contain shops for buying food and weapons, temples to minister to the sick and injured, training grounds to advance to a higher experience level, and inns which provide shelter between game sessions.

During your journey you will encounter 250 items of magic and learn to cast 94 different spells, including protection from fear, raising from the dead, or the finger of death. There are 200 monsters, some to fight, some to bribe, and some that might help your progress. But beware the treasure chests! They hold great riches, but each holds some unpleasant surprises as well.

Screens Shown

1 Some doors in the maze are securely locked, but others lead to places and people to help your party.

2 Your party's bravery and strength is challenged during an encounter with deadly slither beasts.

Product Information

IBM, Tandy, and compatibles; 256K memory; EGA, CGA or Hercules graphics. New World Computing, Inc.

Hints & Tips

- Be sure to talk to the blacksmiths in each town. They have equipment you need. And tavern keepers are excellent sources of gossip.
- Only five castles are on the map of Varn, but there is rumored to be another. Wizard Ranalou, the key to all castles, also believes in six.
- To escape pits or get over traps, try using rope, hooks, or levitations spells. Some of the long passageways may require a jump spell.

1

2

Mini-Putt

It's a game so challenging (and sometimes so frustrating) that it makes the golf course at St. Andrews look simple by comparison. After all, has Arnold Palmer ever had to avoid the blades of a windmill? Or missed a birdie because he hit the tail of a large pink elephant? Well, in *Mini-Putt*, you have to be prepared not only for windmills and elephants, but also for airplanes, cannons, space shuttles, and lots of other imaginative obstacles.

Up to four players can try their luck on one of four courses. The traditional course is an easy way to get started, but by the time you've worked your way up to the classic course, you'd better be an expert. Nonetheless, even experts can expect to go five or six over par at one time or another.

A split screen shows you where your ball is, gives an overhead look at the entire hole, and displays the power and accuracy bars. Aim your shot by moving the cursor found on the ball to any place on the green. The distance will be measured so you can judge how much power you'll need to give the ball. Then you'll have to determine whether to hit the ball straight on or have it break left or right. Any final decision is up to you. Only you can decide if it's going to help you or hurt you to shoot into the cobra's mouth or avoid the elephant's tail.

Screens Shown

1 The windmill is one of the holes on the classic course.

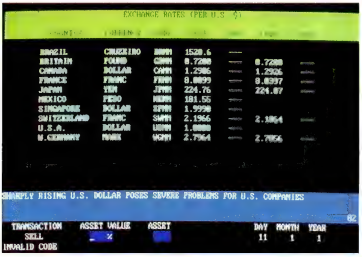
2 You need to get through the right-hand door of the Taj Mahal to hope for an ace.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, Tandy 16-color, or Hercules graphics; joystick optional. Accolade.

Hints & Tips

- You might get a head start on your competitors by using the practice mode. You can practice any hole on any course until you can ace it.
- In the Killer Castle hole, you'll have to shoot through holes in the castle walls. Choose the right-hand hole on the north wall.
- Learn when slicing or hooking a shot would be to your advantage. You can offset the slope of the green with the correct choice.



1

INTERNATIONAL STOCK MARKET REPORT
PAGE 1 OF 3
COUNTRY STOCK CODE VALUE DOMESTIC CHNG SHARE VALUE
BRITAIN Barclay's Bank GBBR 5.80
British Petroleum GBBP 5.00
Dalgety GBDG 7.11
Hawker Siddeley GBHS 4.62
Associated Engineering GBAE 61.96
CANADA Dome Petroleum CADP 4.80
Bank of Montreal CABK 25.47
Canadian Pacific Ent. CACP 63.81
Cominco CACO 55.57
Placanda Mines CAMN 22.64
McMillan Bloedel CAMB 28.53
DEVELOPING ASIAN NATION WITH HIGH LEVEL OF INDEBTEDNESS IS SCENE OF POLITICAL ASSASSINATION. RIOTS THREATEN RULING REGIME
TRANSACTION CURRENCY VALUE CODE CODE DAY MONTH YEAR
CONVERT TO 21 2 1
INVALID CODE

2

Money Bags

You might have dreamed of investing in real estate, or of playing the stock market, as a way of making your fortune. Nice ideas, but how about moving to the big stuff? The European currency markets. The International stock market. The International bond markets. Subtitled *Beat the Gnome of Zurich*, this game has four difficulty levels and a host of options.

At the Beginner level, you are simply learning the game. World events are at your control, as you work at playing the various available markets.

The Intermediate level introduces your opponent. The Gnome of Zurich knows pretty much all there is to know about international finance, and he will constantly be trying to out-perform you. Here you can increase the pace of current events and even the speed at which the gnome reacts to these events. Yet things are still pretty much at your control.

At the Advanced level, control of the speed of events and the gnome's reactions are still yours, but suddenly the effects of world events are no longer certain. Realistic probability ratios have now entered the game.

Then you try the Expert level, where you no longer control world events. Things can even happen simultaneously. You still exercise some control over your opponent, but this won't help you much. At this point, your own reactions are all that will save you from financial disaster.

Screens Shown

1 Pressing F3 shows the current international exchange rates.

2 The screen's four regions display financial information, current events, and available transactions.

Product Information

IBM, Tandy, and compatibles; 128K minimum memory; CGA, MDA, EGA, or Hercules graphics required. Cosmi.

Hints & Tips

- Start with the Beginner level, and master it before moving on. But move on quickly; the true tests lie in the more advanced levels.
- Learn to read the Real Assets Report, and pay attention to Bond Yields. These will help you plan your financial transactions.
- The manual contains a variety of financial information. Reading it will help your game considerably.

1

2

Nobunaga's Ambition

Nobunaga's Ambition is a stunningly good sophisticated strategy game that has been designed and produced with obvious attention to detail and an eye toward historical accuracy.

The game gets its name from Oda Nobunaga, who was a *daimyo*, or lord, in 16th century Japan. He attempted to unite all of the many fiefdoms throughout the country, but he was killed by one of his own subordinates. *Nobunaga's Ambition* is a combination economic and military strategy game, which offers you the chance to do what Nobunaga never finished — unite Japan. You can play the game with only 17 fiefdoms or with 50. Your personality and the conditions of your fief are very important throughout as you administer during peace and command during war.

Maps are geographically and politically accurate for 16th century Japan. The 123-page manual includes information on the great daimyos of Japan's Warring States period, as well as sections on other aspects of history and warfare in that era. A foldout color map shows drawings of all the daimyos, their fiefs, and famous battles of the period. All actions are selected through menus and number responses, making game play easy and flexible.

Screens Shown

1 Lord of the Hida fiefdom of Anekoji is trying to conquer neighboring areas to become Shogun of Japan.

2 Winning a war with the neighboring fiefdom of Mino depends on food, armies, and weapons.

Product Information

IBM, Tandy, and compatibles; 256K minimum; hard disk or two floppy drives; CGA or EGA graphics. Koei Corporation

Hints & Tips

- Try increasing the tax rate, but then give some back to the peasants to increase their loyalty to you.
- If you decide not to do anything during a particular turn, train the army. That doesn't reduce your resources or the army's morale.
- Non-aggression treaties with neighboring fiefdoms can enable you to field larger armies when waging war away from your home.

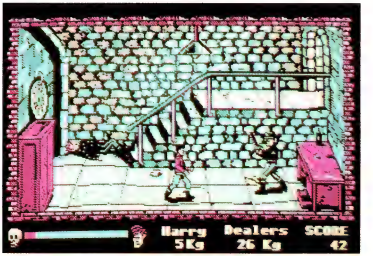
Operation: Clean Streets

You're "Cleanup Harry," the toughest cop on the undercover squad. You have a mean reputation on the streets, and it's not for handing out parking tickets. The underworld has just received a big shipment of illicit drugs, and it's up to you to track it down, confiscate it, and burn it.

But don't think the thugs will just hand their drugs over to you. They'll put up a struggle, to say the least. In fact, if you aren't fierce and quick, they're liable to smack you upside the head. But you're one mean hombre, sort of Charles Bronson and Clint Eastwood rolled into one. And those punks might just go ahead and make your day.

With the joystick or keyboard cursor pad, you can move around the richly detailed backgrounds exceptional for Color Graphics Adaptor artwork), or by holding down SHIFT or FIRE, you can punch straight, kick straight, punch high, kick back high, or back-kick. Lay a dozen of those moves on some street thief, and he won't come back for more.

After knocking down a thug, you crouch to search him for drugs. You can collect drugs until you're getting weak from being attacked, then you can throw them in a flaming barrel to replenish your life force. Watch out for rock-throwing residents who don't care much for cops. You may have to clean out five levels to find a favor, and have some fun while you're at it.



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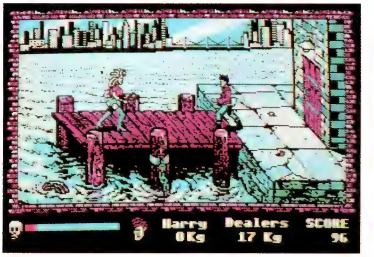

2

Screens Shown

1 Harry takes on a chainsaw-wielding thug.

2 Watch out for Wanda the Whip. She's *no lady!*

Product Information

IBM, Tandy, and compatibles; 512K minimum memory; CGA or Hercules graphics; joystick optional. Broderbund.

Hints & Tips

- You should practice your moves before facing your opponents. Try kicking the trash can. Watch out for the thug with the chainsaw.
- Watch the demo carefully to see how to get around in the game.
- Try not to take one more than one opponent at a time.

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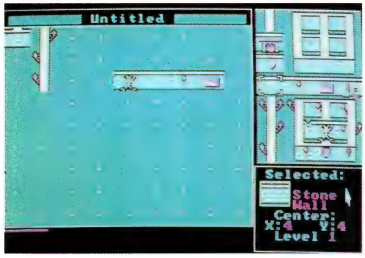

2

Paladin

If you like medieval adventure games, you'll love *Paladin*. In this game, you're continually trying to improve the character of your paladin (knight) as you journey with other heroes on a series of quests. These quests may involve a rescue, defeating enemy forces, or escaping from a certain area.

Your paladin is armed with a sharp sword and protective armor. Exceptional players can win knighthood, which brings a sharper sword and superior armor as a fringe benefit.

You don't just play the role of the paladin. Your party may also include rangers, swordsmen, thieves, and magic users. Only the paladin can go from quest to quest, however, and he's always the main character.

The key to this game is managing your movement points. It takes three points to swing a sword, five to fire a crossbow, two to move through grass, and six to penetrate heavy vegetation. Magic spells can cost up to 20 points. You can also find magical items, like the Orb of Fire or Potion of Healing.

Perhaps the best feature of *Paladin* is that you can create your own quests. You draw the map, place objects, choose the objective, and form the party. You can create long, complex adventures, or short frenzied ones as you wish.

Screens Shown

1 One of the ten quests included in *Paladin* plays out on the game map.

2 The quest builder lets you design your own adventures.

Product Information

IBM, Tandy, and compatibles; 512K minimum; CGA or EGA color graphics; DOS 3.0 or higher; mouse optional. Omnitrend.

Hints & Tips

- Shoot a fireball or orb of fire at clusters of enemies for best effect. Likewise, avoid clustering your men.
- A player encumbered by many possessions moves more slowly and is a likely target for enemy attack.
- Don't shoot your crossbow indiscriminately. You might destroy a quest objective, thus preventing victory.

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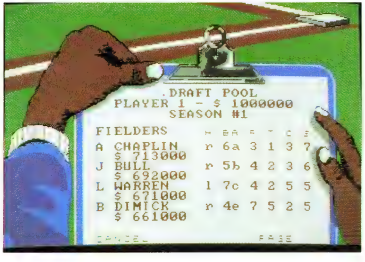

DRAFT POOL
PLAYER 1 - $ 1000000
SEASON #1
FIELDERS
A CHAPLIN r 6a 3 1 3 7
$ 713000
J BULL r 5b 4 2 3 6
$ 692000
L WARREN l 7c 4 2 5 5
$ 671000
B DIMICK r 4e 7 5 2 5
$ 661000

2

Pete Rose Pennant Fever

You're sure to find all the action and excitement of America's favorite pastime in *Pete Rose Pennant Fever*.

Designed with advice from the current manager and former star of the Cincinnati Reds, *Pennant Fever* lets you take an expansion team through ten seasons in a 24-team baseball league. As the field manager for your team, you get to call the pitches and plays, control the starting lineup, and decide when substitutions are necessary.

The players pitch, hit, run, field, throw, and steal under your control. You can really make careful decisions with your eight different viewing angles. You can watch from behind the plate, from first, second, and third base, and from four outfield positions.

As an added aspect, *Pete Rose Pennant Fever* also lets you become your franchise's general manager. In this capacity, you will add players to the team by deciding on draft choices. Finances also lie in your hands, so you have to be careful when negotiating your players' salaries.

The fate of your expansion team from dugout to pitcher's mound to front office, lies with your management.

Screens Shown

1 A swing and a miss; each pitcher has his own specialty pitches.

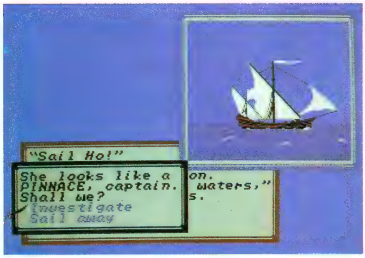
2 Buy a free agent or a minor leaguer to boost your team's power.

Product Information

IBM, Tandy, and compatibles. 512K minimum memory. EGA or CGA graphics. Joystick optional. Gamestar

Hints & Tips

- *Pete Rose Pennant Fever* includes digitized voice and sound for a more realistic game play.
- Don't let long drives to the wall fool you. It's a lot safer to play the ball off the wall.
- Move your player around the lineup until you find the best spot on the roster for him.



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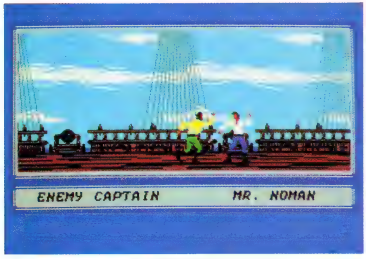

2

Pirates!

Pirates! is an excellent blend of both action and strategy, with more than 70 different color screens and pictures. At a time when pirates sail the seas, you are a novice adventurer trying to amass a fortune in the West Indies. You choose from among six time periods, including the 1560 Silver Empire to the Pirates' Sunset in 1680.

You can follow a famous expedition, such as Francis Drake's 1573 Silver Train Ambush, or make up your own plans of attack. There are four possible nationalities — English, Spanish, French, or Dutch, and four difficulty levels.

On the open seas, you'll learn to recognize galleons, frigates, baroques, or other ships that might hold a horde of gold or a fortune in hides. You have to decide whether to risk the lives of your men with a boarding party or risk damaging a valuable enemy ship by firing on it.

When you land in one of the dozens of ports, including St. Augustine, Martinique, Cartagena, and Belize, you can attack or just visit the local tavern. But find members of your family and you can put together pieces of a map to an Incan treasure. With that much money, you could retire in style.

Screens Shown

1 When you run across a ship, you can either go in closer to investigate or retreat.

2 If you can board a ship and kill its captain, the vessel, its cargo, and its men become yours.

Product Information

IBM, Tandy, and compatibles; 256K memory; EGA or CGA graphics; joystick and mouse optional. Microprose Software

Hints & Tips

- *Pirates!* comes with an 80-page manual and historical primer on pirates. There is also a map of the Spanish Main for your reference in the game.
- Don't attack a port, land to one side and have your men march in. If you sail in, chances are they will fire on you and sink a ship or two.
- If you're new to *Pirates*, start as a swordsman. Once you have some experience, begin with medical skill. You'll live longer and heal yourself.

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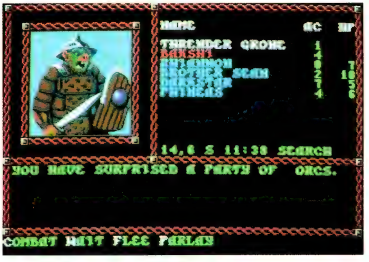


2

Screens Shown

1 Creating the characters is half the enjoyment. You even get to decide how they look.

2 Be ready for battle against Orcs and other enemies you meet.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, or Tandy 16-color graphics required; hard drive recommended. SSI.

Pool Of Radiance

As the first computer game directly tied to the vast world of Advanced Dungeons and Dragons, *Pool of Radiance* has a special significance. Hordes of electronic games have made use of the role-playing concept engendered by AD&D, but until now none has been licensed to use the rules and the worlds of the AD&D line.

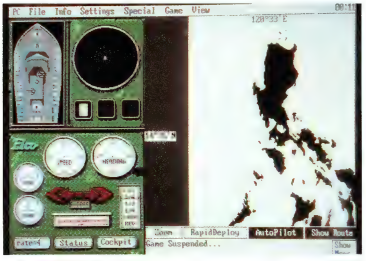
In *Pool of Radiance*, you assemble a party of adventurers for the purpose of rebuilding the historic city of Phlan. But the city has long been overrun by deadly beings, and cleaning it out is far from easy. From the insect-like Anhkeheg, to the cat-like displacer beasts, the magical efretti, the bull-headed minotaurs, and the dragon-like wyvern — the denizens of Phlan will demand all your party's strength.

Your people will need a wide variety of capabilities. Recruit a dwarf, an elf, a gnome, a half-elf, a halfling, and a human, assigning them to the classes of cleric, fighter, magic-user, or thief. The fighters will have to train, while the magic-users will have to memorize spells. There is great treasure and fame to be gained, but not all in the party will survive.

So read the proclamations, study the journal entries, and listen carefully to the tales from the taverns. Phlan awaits its saviors.

Hints & Tips

- Mix your races and classes. Your halfling thief might well be the most valuable member of the party.
- Until your party gains strength, let the computer play out the combats.
- Clean out one block of the old city at a time, then come back and rest. Relearn your magic spells and replenish your hit points.



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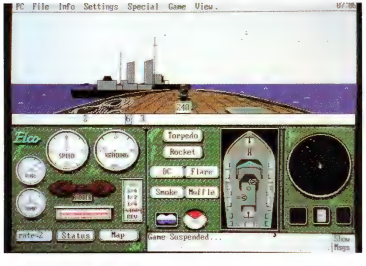

2

PT-109

Patrol torpedo boats were among the most daring craft during World War II. The vessels were up to 100 feet long, but were still highly maneuverable and could venture into areas other ships could not.

You are the captain of PT-109 traveling the Pacific Ocean and Mediterranean. The enemy is always around you, fighting from sea and air. With careful planning, your arsenal of weapons will be more than ample to hold them at bay, whether you encounter them on patrols or launch a full-fledged campaign. But if necessary, radio for help from other PT boats or aircraft that are in your sector for help.

Your position at the helm of PT-109 puts you in charge of control four 90 degree views; checking damage reports; spotting enemy ships and planes; setting off flares and smoke screens; viewing by map or binoculars; an auto-pilot switch; firing weapons (torpedoes, cannons, rockets, depth charges, and machine guns;, and all other controls and gauges.

The 45 day or night missions will be set in the Phillipines, the Solomon Islands, New Guinea, or the Mediterranean Sea. There are four levels of difficulty, plus a training mode for beginners.

Screens Shown

1 Become familiar with ally and enemy vessels so you can recognize them when you're on patrol.

2 You have an effective arsenal of weaponry to destroy the enemy.

Product Information

IBM (including PCjr), Tandy, and compatibles; 384K minimum memory; EGA or CGA graphics; mouse optional. Spectrum Holobyte

Hints & Tips

- If you are attacked by a submarine, don't panic. You have four rolling depth charges. Just don't waste them too quickly.
- A good captain *never* gets lost. Study your map to find the position of the enemy, then move out in pursuit.
- If you don't feel like a long patrol, you can dive right into battle with the "jump to action" option.

1

2

Rack 'Em

Rack 'Em creates the atmosphere of a friendly neighborhood pool room in your computer. You walk in past the owner, chose your game, name your opponent, then start shooting some serious pool. You can select straight pool, snooker, eight ball, bumper ball, nine ball, or a free-for-all, an anything-goes variation called "custom ball" that is unique to this Accolade simulation.

Pool addicts will especially relish the "Trick Shot" option, which sets up ten famous virtuoso stunts. The "feel" of real pool comes across nicely on these screens (complete with realistic clacking-ball noises when you make a shot), so don't be surprised if your *real* game improves after a few sessions of desktop practice.

Each shot you're contemplating can be studied from two points of view: a TV top-down angle and a 3-D eye-level perspective. Phantom "ghost balls" appear on the table during the aiming phase. You can decide how much English you want to put on the cue ball and how much power you want to put behind the shot — the program does this in subtle increments which you control via the keyboard. When you do shoot, the animated balls on the table behave very convincingly like the real thing. Even the cushion shots are smooth and realistic.

Screens Shown

1 Plan your shots using the 3-D point of view. Use the arrow keys to add English or change velocity of the cue ball.

2 Ghost balls help you line up each shot. They are much more helpful on the "amateur" setting.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, or Hercules graphics required. Accolade.

Hints & Tips

- To make a shot, you must hit the space bar just as the animated pool cue is about to hit the ball.
- The trick shot option offers you a great way to practice fancy moves in complete privacy.
- You don't have to invent names for yourself and your opponent, but doing so adds a bit of fun to the game.

Max Units/Kts Builds
Industry (25) 0 0 Spectral Class : K Orange
Social Env (25) 0 0
Planet Env (12) 0 0 Planet # 2
Service Pop (50) 50 50 Class Primary
PDB Maint (12) 12 12 Owner
PDB New (5) 0 0 Pop
Colonists (12) 0 0 Ind
Scouts (5) 0 0 Def
Mark 1 (15) 0 0
Mark 2 (0)
Mark 3 (0)
Mark 4 (0) KPs Lev Next
Ship Tech (1000) 0 0 0 (1) 400 Global KPs: 200
Planet KPs: 0
CPY: 100
Advice Next Planet Prev Planet End Production
File Status AutoRep RadHere AutoHere Turn 1

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Reach For The Stars, 3rd Edition

An early classic when released for the Apple II and Commodore 64 a few years ago, this new version of *Reach for the Stars* takes advantage of the extended capabilities of your MS-DOS computer. Thankfully, though, the designers have seen fit to leave the game largely intact.

You become one of four would-be conquerors of the galaxy. The other three can be played by computer or human opponents, and all are initially hidden from one another throughout the galaxy. Finding the others, then defeating them and capturing their home planet, is your most important task.

Conquest is far from easy, though. First you have to build you home planet up to its industrial potential. Then you need a space navy, and colonists who will populate and develop conquered planets. And, of course, you must have a strong army to defend your planets, and a viable social climate in which your citizens can prosper.

Just to make things interesting, there is a wealth of options. You can set the game up to include space debris, novas, xenophobes, natural disasters, and enhanced computer players. For the expert player, SSG provides an advanced scenario, one of the most demanding of all computer challenges.

Screens Shown

1 The Production Display is similar to a spreadsheet. Changing any line affects the possibilities for all other lines.

2 It is vital to watch the population and industry level on all your planets.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA, EGA, MCGA, VGA, or Hercules graphics required; 5.25" and 3.5" disks included. SSG (distributed by Electronic Arts).

Hints & Tips

- Your first task — always — is to build up the industry level on your home planet. Then build scouts and send them off exploring nearby planets.
- If you wish, the computer will suggest a Production strategy. Always ask for its ideas; they are often sound.
- Establishing your empire too quickly means spreading it too thinly. A well-developed but under-defended planet is a prime target.

1

2

Rocket Ranger

Inspired by those mad-scientist classics and old space serials, *Rocket Ranger* contains chaos, kidnapping, crises, callous criminals, and camp. As the 1940's hero, you have received a gift from the future — a future in which the Nazi regime won World War II.

A group of scientists from the 21st century have travelled through time to bring you a jet-propelled rocket suit, a ray gun, and a decoder wheel. It doesn't sound like much when you realize that only you can save the present and future from galactic Nazism.

The Third Reich will stop at nothing to destroy you. They have kidnapped the daughter of an eminent scientist to try to trap you. But beware their mind-control machines. If you become a zombie, you'll never be able to change the course of history.

Rocket Ranger is an interactive, non-linear game with roots in Buck Rogers and Flash Gordon. Just like the serials of yesteryear, it is divided into episodes, each one ending in a cliffhanger. Will our hero escape the evildoers, or will Nazis forever rule the universe? Tune into *Rocket Ranger* for the answer.

Screens Shown

1 With your futuristic jet pack, you can destroy whole air fleets without a plane.

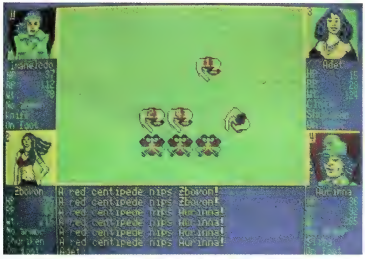
2 You can change the future by defeating the Nazi forces of the 1940s.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory; EGA and Tandy 16-color graphics (no CGA); joystick optional. Cinemaware Corp.

Hints & Tips

- The best way to slow down the Nazis is to establish troops on countries they haven't conquered yet. When they invade, it will take them longer.
- Remember that your agents will give you key information. You need to check with them as often as you can — but only in the War Room.
- Learning to manage your lunarium supply is a key to success. Find a new source for the energy element early in the game.



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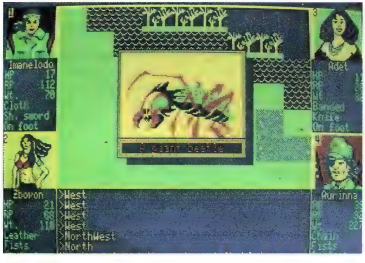


2

Screens Shown

1 In combat, each character in the party can choose separate commands.

2 Once outside the city, the remains of the roads will help to guide you.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA graphics required. Interstel (distributed by Electronic Arts).

Scavengers Of The Mutant World

Like science-fiction exploration games, post-holocaust games allow unlimited creativity in their worlds, but the latter have the advantage of player identification with a world largely similar to the one they know. Instead of the mythological creatures of fantasy, or the alien beings of science fiction, post-holocaust worlds offer mutations of already familiar life forms.

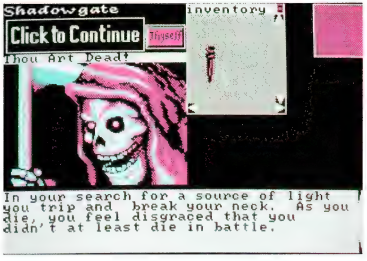
In *Scavengers of the Mutant World*, your party has been selected as the Tribe of Lau's next Exploration Party. Your task is to find a way to construct a machine to take the tribe off the planet, and to do this you must explore other ruined cities for weapons, food, machine parts, blueprints, books, and other items.

There are, of course, obstacles. Huge insects and deadly mammals want to eat you, while tribesmen, thieves, mutants, and zombies (very strange creatures) are waiting to kill you as well. Some plants have mutated into flesh-eaters, while sea-going snakes are as dangerous as any creature.

If you get caught in radiation storms, you can become mutated. Not all mutations are bad — one, for instance, gives the character laser vision — but blindness, hunger, illness, and doubled pain are hardly enjoyable.

Hints & Tips

- Be very careful before leaving the city at night. The worst creatures appear during the darkness.
- Select weapons before entering combat and keep injured or weak characters out of the line of battle.
- Take all parts and blueprints you can find. Store them in the storehouse in Lau. Spend all your energy trying to build the escape machine.


Shadowgate
Click to Continue
Thyself
inventory
Thou Art Dead!
In your search for a source of light you trip and break your neck. As you die, you feel disgraced that you didn't at least die in battle.

1

2

Shadowgate

The great fortress of your land, once the shimmering firmament of a good and powerful country, has fallen into ruin. It is now the ominous lair of the Warlock Lord, who is wreaking havoc on your people.

You are the last in the line of kings who have ruled for centuries. Only you can restore the country to freedom and tranquility. A great Druid wizard, Lackmir, knows that time is running out. The Warlock Lord, Lackmir tells you, is about to raise the deadliest Titan in all history, Behemoth, from the center of the earth. The fortress of Shadowgate must be infiltrated without delay.

The creators of *Deja Vu* and *Uninvited* have once again created a world inhabited by frightening dragons, trolls, and demons. As you explore Shadowgate, you'll find that almost every object except exits can be manipulated or will add to the story. Hold conversations with everyone you meet to gain more information and vital clues. An inventory of your items is kept on screen, and you can examine and open everything from skulls to stranger's pockets. Everything you see and everyone you meet will help you destroy the Warlock Lord.

Screens Shown

1 You have to keep one torch lit at all times. Castles are not safe in the dark.

2 A mysterious slime pours out of a sarcophagus in one of the rooms.

Product Information

IBM PC, Tandy 1000, and all compatibles; 512K memory; color monitor; mouse or joystick recommended; blank disk optional. Mindscape

Hints & Tips

- There are certain places you'll not be able to get through. For example, don't try to get past the dragon. Just find some items and run.
- You'll have to keep a torch lit throughout the game. Find some inside the castle, then light them from the torch you're carrying.
- If you are carrying too many items when you cross the rickety bridge, it will collapse under you. Get rid of some of your objects first.

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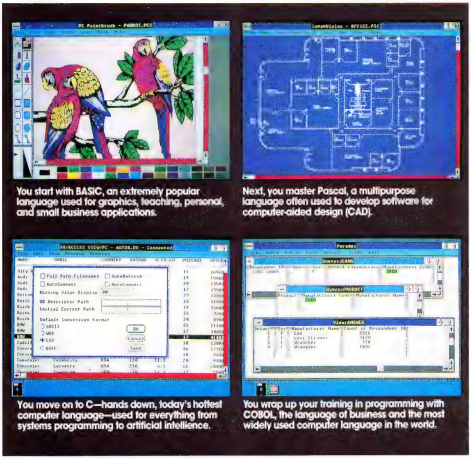

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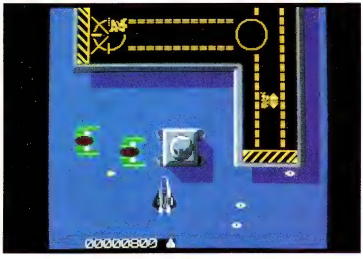


2

Sidewinder

The mother ship of the Leviathans, a hostile group of aliens, has entered the Federation's galaxy and is preparing to destroy your solar system. The star cruiser's power is so great that your entire fleet of ships would not be able to defeat her. However, she does have a tiny weakness that has been discovered by analysts. They believe that a single ship might be able to penetrate her defenses and destroy the ship from its interior.

Only you have the flying skill to sneak inside the mother ship. Since the ship is make up of armored layers, you'll have to penetrate each layer in turn until you reach the core of the vessel where the command center is located. Unfortunately, there is no guarantee that when you blow up the command center, you won't be blowing yourself up as well.

Command your highly maneuverable ship through the layers of the mother ship: water distribution level; hydroponics level; residential level; the flight deck; the command level; and, finally, the control level. Look for the power pills that will give you rapid fire, power shots, or invulnerability. You'll have stationary targets, but your toughest opponents will be the five kinds of alien interceptor crafts you'll encounter. But keep in mind that if you retreat, there will be no solar system waiting for you.

Screens Shown

1 Maneuvering away from enemy ships and ground bases is the key to survival.

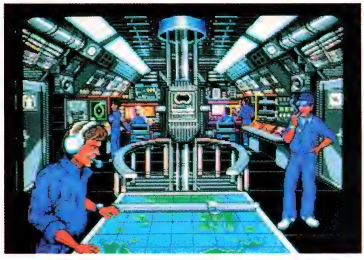
2 These enemy fighters swoop in from the left at regular intervals.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; VGA, EGA, or Tandy 16-color graphics; joystick optional. Arcadia (distributed by Electronic Arts).

Hints & Tips

- You'll be traveling largely through corridors and gates. Don't weave too much, because one touch against the walls and you're dead.
- Don't despair if you're down to your last ship. Just keep shooting. You'll get an extra ship at 50,000 points, and again with every 100,000 points.
- Pick up every power pill you see (especially rapid fire) because they only last for about 15 seconds. You'll need to keep yourself well armed.



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688 Attack Sub

You take command of the USS *Los Angeles* nuclear attack submarine and prowl through deadly waters, searching for enemy targets. The *Los Angeles* is a billion-dollar, top-secret warship, armed to the teeth with torpedoes and missiles. It is also equipped with advanced sonar and high-tech contour surface mapping.

688 Attack Sub is a detailed, engrossing simulation. You control the sub from the Con, which takes you to any of several special stations, including the periscope, weapons control, ship control panel, status screen, and sonar room. For example, at weapons control you can select the torpedo tube and type of torpedo, arm the torpedo, aim, and fire — all with a few keypresses or clicks of the mouse. When the torpedo hits the target, you see the vivid destruction right on the screen (if your periscope is up).

Perhaps the most fascinating feature is the ability to play other people using a modem. The other player can act as an enemy sub as you play cat and mouse over the phone lines.

The simulated 3-D graphics, especially when viewed on a VGA display, are stunningly authentic, and the animation is smooth and fast. *688 Attack Sub* may become one of your favorite simulations.

Screens Shown

1 The Con is the control room, similar to a surface ship's bridge.

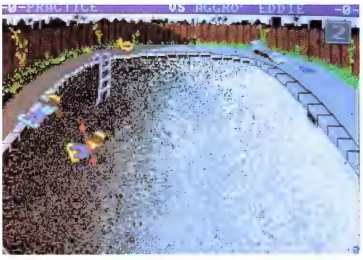
2 Torpedo tube 1 is armed and ready to fire.

Product Information

IBM, Tandy, and compatibles; 384K memory; CGA, EGA, MCGA, or VGA color graphics; joystick or mouse optional. Electronic Arts.

Hints & Tips

- Don't leave your periscope up too long — you'll risk being detected.
- High-speed maneuvers or firing weapons also helps the enemy find you more easily.
- Don't attack a sonar contact until you're close enough for identification. Why waste weaponry on a school of squid?



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2

Skate Or Die!

Hey, dude, let's get rad! Cruise over to Rodney's Skate Shop, select a board, then hit the street for either a practice session or competition events. You can skate solo or form a gang of up to eight friends.

Skate or Die! lets you participate in five categories of events. Three are formal, structure skateboarding events (freestyle ramp, downhill race, and high jump), but two are no-holds-barred brawls, one set in the skateboarder's favorite environment (an abandoned swimming pool), the other in an obstacle-strewn alley. The latter event is perhaps the game's zaniest: you have to skate over or around trash cans, crates, manholes, loading docks, chain-link fences, and ultimately a police car. For a great bonus, go airborne at the end of the run and "ramp" off the top of the police car.

Real-life skateboard moves are simulated with accuracy and finesse — with your joystick (or keyboard, but not as easily), you can execute hand plants, kick turns, rail slides, ollies (no hands), aerials, and tweeks. The fancier your moves, the greater number of points you'll rack up.

Lively music, vivid graphics, and arcade-style action that has a real sense of purpose to it, all combine to make *Skate or Die!* a refreshingly different sort of game. Gnarly even.

Screens Shown

1 The Pool Joust has simple rules: two skaters go in, one comes out.

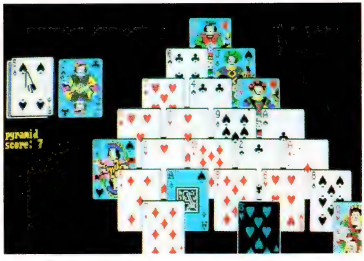
2 In the back-alley jam, you get extra points for thrashin' bottles, flower pots, *and* your opponent.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory; CGA or EGA graphics required; joystick recommended. Electronic Arts

Hints & Tips

- If you don't have a real-life friend to skate with, the computer offers a choice of three opponents.
- There are two "pump zones" on the freestyle ramp where you can increase speed and select a stunt.
- In the downhill race and jam, you have the option of using "regular" or "goofy" footwork.



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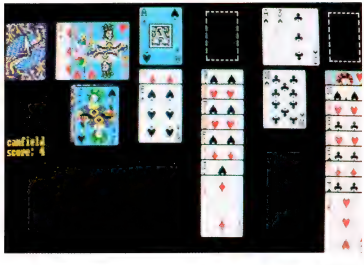

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Solitaire Royale

Say goodbye to any spare time you might have — *Solitaire Royale* is just as addictive as the patience and solitaire card games on which it is based. The computer game contains eight different forms of solitaire (as well as three children's games such as *concentration*), including *klondike*, the game most people think of when they think of solitaire.

But there are other intriguing solitaire games to be learned like *corners*, in which five cards are dealt in a cross formation as the *tableau*. Subsequent cards are played on those five, building *down* (king on ace, queen on king). One card, the *foundation*, is played in one corner of the cross. As you go through the *stock* of remaining cards, the other three cards matching the foundation card are played in the other three corners. Cards are then played *up* (ace on king, two on ace) on these foundation cards.

The more challenging *calculation* game requires an excellent memory. A foundation is laid of an ace, two, three, and four. Cards are built up by one's on the ace, two's on the two, three's on the three, and four's on the four. Cards from the stock are dealt one by one and, if they can't be played, put into a tableau of four columns.

Other games include *pyramid*, *golf*, *canfield*, *three shuffles and a draw*, and *reno*. Hours of entertainment are guaranteed—and you won't even have to shuffle.

Screens Shown

1 Pyramid is simple to learn. Just remove pairs of cards that total 13.

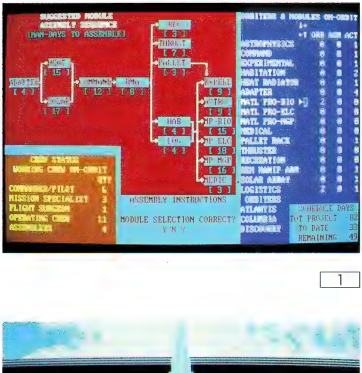
2 Canfield is similar to klondike, except you have a tableau of four cards and a 13-card holding pile.

Product Information

IBM and compatibles; 256K minimum memory; EGA or CGA graphics required; mouse optional. Spectrum HoloByte.

Hints & Tips

- In calculation, you'll save yourself some time by writing down the series each foundation card follows. It will save you from costly mistakes.
- There's no cheating in *Solitaire Royale*. So prepare for a little frustration when the rules you've learned to bend remain absolutely inflexible.
- One drawback of computer solitaire is that you usually can't move one card from a stack or column — you have to move the entire series.



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2

Space M*A*X

Are you ready to risk $4,550,000 per day? Do you like minute detail and realism mixed in with your space fantasies? Then you're ready for *Space M*A*X*, an elaborate space station construction simulation.

Developed by a former systems analyst for unmanned space projects with the Jet Propulsion Laboratory, *Space M*A*X* (it stands for Materials processing, Astrophysics, and eXperimental modules) involves the player in every aspect of getting a commercial space station produced, populated, and profitable. The budget is limited to $3 billion (with almost five million dollars of liability for every day it's late) and the station has only three months to end up in the black.

Work out the details of leasing space shuttles, moving cargo into space, hiring a crew, and financial matters such as cost profiles, salaries, incentive payments, and revenue speculation. You have to decide which of 16 types of modules to include, from research labs to processing plants to recreational areas. Calculations must be exact concerning how much food, oxygen, medicine, spare parts, and raw materials to take along.

In the five levels of difficulty you can encounter fire, toxic explosions, medical emergencies, worker strikes, budget difficulties, and dozens of true-to-life problems.

The fans of *Space M*A*X* can look forward to *Lunar M*A*X*, now in the late stages of completion.

Screens Shown

1 The space modules can be assembled in any number of ways, but you must decide the best plan.

2 Even after you've launched your shuttle, you still have the space station to construct.

Product Information

IBM PC or compatible; dual drive; RGB monitor, joystick, and printer recommended. Final Frontier Software

Hints & Tips

- Become familiar with the 137-page operator's manual. It gives vital information about space stations in general and the space shuttle.
- Plan your strategy first. Once you've got a plan in mind, fit in the components of the station and crew. Without an idea, you'll most likely fail.
- Operating expenses can get out of control quickly. But don't forget about the time element. If assembly progress is slow, hire more workers.

1

2

Space Quest III: The Pirates Of Pestulon

The Two Guys from Andromeda, fascinating and intelligent software authors, have been kidnapped and forced into a dread task: writing dull and trite arcade games for a rival company. Can the brave and innocent writers be saved from the Pirates of Pestulon and their horrendous plot?

Roger Wilco, that space janitor turned super hero, is hot on the trail. From the controls of his spacefighter he can navigate to any planet in the universe. He will explore new worlds, battle a few intergalactic vessels, and stop in at his favorite diners for a burger or two.

Returning hot from his triumphs in *Space Quest* and *Space Quest II: Vohaul's Revenge*, Roger hasn't changed much. His tongue is still firmly planted in his cheek as he races through deep space. And *Space Quest III's* farcical adventure still allows players to interact, testing their fighting skills and quick reactions.

See if you can help Roger clean up the galaxy by disposing of the evil pirates. It's up to you to make the world safe for game writers again.

Screens Shown

1 Roger has been in hibernation since his last adventure.

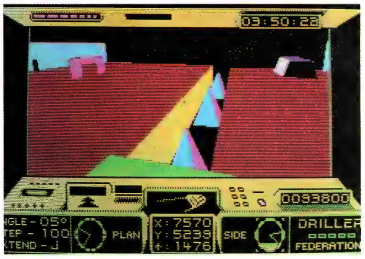
2 After his own spacecraft breaks down, Roger must find spare parts in a junk ship.

Product Information

IBM and compatibles; 512K minimum memory; EGA graphics. Sierra-on-Line

Hints & Tips

- When Roger is picked up by the junk freighter, his module is just about shot. Repair the spaceship on board with junked parts lying around.
- Make sure your custodian hero stops in at Monolith Burgers for a bite. He'll probably want to play an arcade game while his food is cooking.
- *Space Quest III* is less linear than previous *Space Quest* games. You can go places in almost any order and still solve the puzzle.



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2

Space Station Oblivion

All planet-savers, please assemble at the front.

The planet Evath has a major energy problem. Not a shortage of the kind the helped destroy the long-dead planet Earth, but something far worse. Too much energy, with too much power.

As all Evathians know, the criminal Ketars have fled their planet of exile. While on Mitral, they constructed 18 mining stations, and over the years they mined the planet heavily. But there was a price: the mining trapped huge pockets of natural gas beneath the surface. The pressure is now so strong that Mitral is about to explode.

Not a great loss, in one sense. But Evathian scientists have just figured out that if Mitral goes, so does Evath. That, obviously, is a bit more of a problem. The Ketars, never a particularly bright group, didn't know that a series of drills would release the gas and ease the pressure. The Evathians do. And what they've decided to do about it is to send you — one of the foremost members of the Driller Federation — to travel to Mitral, find the 18 sectors, and install a drill in each. Succeed, and Evath lives; fail, and its history ends.

As if this weren't enough, the Mitral mining stations consist of a series of platforms. The puzzle in *Space Station Oblivion* lies in working your way through the platforms to find the location in which to place the drill.

Screens Shown

1 The view is through the cockpit of your excavation probe.

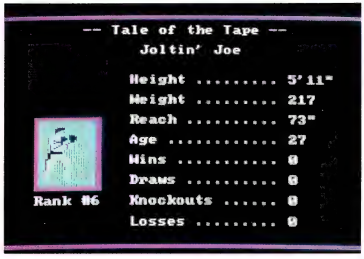
2 The laser beacons can easily destroy you.

Product Information

IBM and compatibles; 256K minimum memory; CGA, EGA, or Hercules graphics required. Epyx.

Hints & Tips

- Look for the X on the ground in each sector. This is the place to set up the drilling rig.
- Rubicon crystals are essential to your mission. You can find the first batch inside the Stores building in the initial sector.
- Find the reconnaissance jet. This is the only way to figure out how to work your way through some of the platforms.



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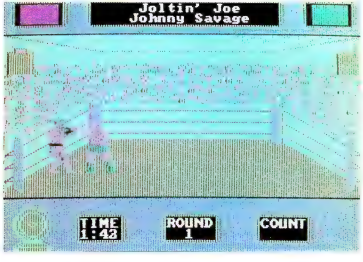


2

Star Rank Boxing II

Hot on the heels of *Star Rank Boxing* comes the sequel, *Star Rank Boxing II*. And in this game, strategy and training counts as much or more than punching.

After you name your player, you pick an opponent — either another person, or one of the computer-controlled champs. You can play in the heavyweight, middleweight, or welterweight divisions.

Before the big fight, you have several weeks to train. You can work on your agility and strength with punching bags, build up endurance and stamina by running, and even spar in the practice ring. Since you decide how much time to spend in each phase of training, you can customize your fighter. If you're expecting a long fight, for example, you might want to focus on endurance.

Once in the ring, you'd better be fast with your fingers. There are five offensive punches (the jab, hook, uppercut, cross, and body shot), and three defensive moves (covering up, leaning back, and ducking). You make these moves with the joystick or by pressing a cluster of keys on the keyboard. (In the latter case, you can choose which keys to use).

Fight for points, or go for the knockout. Either way, you're striving for that elusive prize, the glory of Star Rank.

Screens Shown

1 Check your player's statistics in Tale of the Tape.

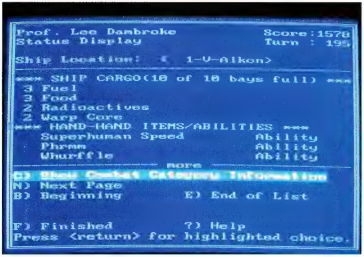
2 Keep an eye on the strength indicator box. Red means you're about to go down for the count.

Product Information

IBM, Tandy, and compatibles; 256K minimum; CGA and Tandy 16-color graphics; joystick optional. Both 5.25- and 3.5-inch disks included. Gamestar.

Hints & Tips

- If you're way ahead in points, beware. Your opponent will have to score a knockout to win.
- Try a jab if you're not sure whether you're in range. A jab isn't very tiring compared to other punches.
- A head-body combination often works great. Try a cross to the head, then slam him with a body shot.



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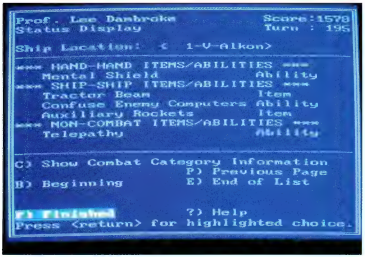


2

Screens Shown

1 Your ship has ten cargo bays. Start off with a wide variety of goods, for trade purposes.

2 High-tech improvements, and exotic skills learned on alien worlds, are often more valuable than mere firepower.

Product Information

IBM and compatibles; 256K minimum memory; monochrome graphics required. MasterPlay Publishing Corp.

Star Saga One: Beyond The Boundary

Star Saga One: a two-inch-thick box, weighing 3.5 pounds, 700 pages of interactive text, seven instruction manuals, two game boards, one floppy disk. It's a massive, epic-scale explore-the-galaxy simulation that blends computer play, role-playing, text adventure, and board-gaming into one impressive entertainment extravaganza.

The premise is simple. In the year 2815, most of the human race lives on the Nine Worlds, a cluster of planets including Earth, inside the Boundary. A terrible Space Plague killed half of mankind and forced humanity to retreat from the cosmos into the Boundary. For 300 years, contact between the Nine Worlds and the surviving space colonies has been forbidden. What's *out there*?

As one of six fully developed maverick characters — each driven by personal motives to leave the security of the Boundary and seek the mysteries beyond — you'll get to explore the whole known universe. It's a long trip (each full game requires about sixty hours), but never a dull one.

The adventure is rollicking, all-stops-out space opera, full of techno-marvels, bizarre and/or dangerous aliens, strange cultures, and a mysterious subtext that keeps dropping hints of a vast cosmic secret.

Hints & Tips

- On the big galaxy mapboard provided, keep track of all the worlds you explore, and their locations, or you'll miss something.
- At some point in deep space, you *will* be stopped by the pirate Silverbeard, who will demand part of your cargo.
- Keep careful notes about which commodities are found on which planets.

Melissa, SPEED ISN'T HER STRENGTH, BUT SHE'S GOT A LOT OF SPUNK. WITH HER GREAT LATERAL MOVES, IT'S HARD TO BELIEVE HOW CLUMSY SHE CAN BE.
YOUR TURN, HUMAN

1

2

Street Sports Soccer

The Spikes have challenged your team, the Jets, to a pick-up game of soccer. Your players really know the game, and combine their skill with a certain street-smart attitude that makes them a formidable team.

You have to choose three of your nine friends to be the two forwards and the goalie. Highlight "old" for one of five pairs of teams who have played each other before, "random" for computer-chosen teams, or "new" for a team you can hand pick.

Each of the players on your street has a different specialty. Radar has great footwork, but no speed; Melissa has great lateral moves, but is clumsy; you can count on Vic for saves; and the others have their own various strengths and weaknesses. You can choose to play on the street or in the park. Playing on the street adds obstacles like garbage cans and oil slicks, but the park is pretty muddy this time of year.

Control your players one at a time. Your forwards can use their feet, knees, chest and heads. Goalies can also use their hands. Pass the ball down the field for a goal when you're on offense, or block and steal on defense. Tripping, bumping, and offsides can lead to penalty shots, however, or the other team getting possession of the ball.

Play a friend or the computer for a set time or to a set score. There are three levels of difficulty.

Screens Shown

1 Choose a strong team by balancing the players' strengths and weaknesses.

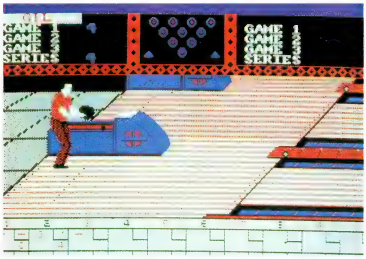
2 Your game can take place on the street or in nearby Castle Park.

Product Information

IBM, Tandy, and compatibles; CGA or Hercules monochrome graphics; joystick recommended. Epyx

Hints & Tips

- You can steal the opponent's ball by meeting him head on. Likewise, you can avoid a steal by swerving and passing the ball to a teammate.
- The goalie automatically drops to the ground to stop the ball when it's heading toward the goal. Shoot high to try and go above him.
- If the game ends in a tie, each team gets five shots on goal with the defensive goalie blocking. Another tie means another five shots.



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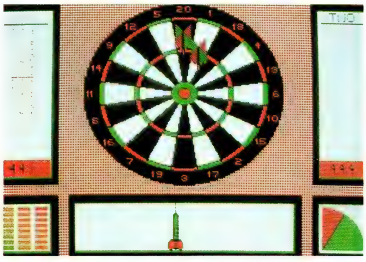

2

Superstar Indoor Sports

Why get all worked up playing those dirty outdoor sports when you can play a civilized computer game of bowling, darts, table tennis, or air hockey? With *Indoor Sports*, you get all four games in one.

Each game lets you choose several options, such as the skill level of the computer, the speed of the game (normal or hyperdrive), the special abilities of your player, and the kind of equipment to use (such as the weight of your bowling ball).

The joystick is used in a unique way for each event. In bowling, you control the aim, curve, and release of the ball. In darts, you control the aim, angle, and power of the throw.

The Ping-Pong game lets you assign power points to your forehand, backhand, reaction time, speed, endurance, and ability to "smash." This allows you to customize your playing style. An auto-move feature moves the paddle toward the ball for you. The air hockey game is equally fast and furious, as you try to slam the floating puck into the goal.

The colorful graphics and clever joystick controls help make these games fun to play. And if you're a bit of a klutz in the "real world," you may enjoy the computer versions much more.

Screens Shown

1 If you time your release carefully, you might get a strike. Release the ball too soon and you'll hit your leg, too late and you'll fall flat.

2 You have to decide the direction, angle, and force of each throw in the darts competition.

Product Information

IBM, Tandy, and compatibles; 384K minimum; CGA or EGA color graphics; joystick optional. Mindscape.

Hints & Tips

- In bowling, timing the release of the ball is most important. Don't drop the ball on your foot or fall flat on your face!
- In Ping-Pong, keep your opponent moving all over the table. Cut into his endurance, and all his other abilities will flag.
- While hitting the puck in air hockey, you can hold down the fire button for a harder hit.

1

2

The Three Stooges

Life isn't too comical in Stoogeville these days. Mr. Fleecem, a no-good banker, is threatening to evict Ma and her three daughters from the orphanage they run. They have 30 days to pay off the note to the Skin and Flint Finance Corporation.

Enter our heroes, Larry, Curly, and Moe. Once they find out about Ma's beautiful daughters, Mary, Leona, and Cynthia, they are more than willing to help out. The girls will be free to marry if the bank is paid off, repairs made to the house, and there is some money left over.

To raise funds, the Three Stooges take a variety of odd jobs, similar to those in some of their finest shows, such as *Dutiful But Dumb*, *Hoi Polloi*, *Men in Black*, and *Punch Drunks*. Help Curly win a contest by spooning crackers out of a bowl of stew — crackers the oyster in the bottom wants back. Watch their jobs as caterers turn into a giant pie-throwing competition.

The medical profession will never be the same when the boys try to get through crowded hospital hallways in midget racecars. And Curly might never recover from a boxing match unless Larry finds something that will play "Pop Goes the Weasel." Trivia questions about Larry, Curly, and Moe complete the lunacy. Lotsa *nyucks*.

Screens Shown

1 The Stooges have to raise money to keep the orphanage out of the hands of the wicked banker.

2 Larry has to replace a broken violin or Curly will get pulverized in the boxing ring.

Product Information

IBM, Tandy, and compatibles; 256K for CGA and 16-color EGA; 284K for 16-color Tandy; joystick recommended. Cinemaware Corp.

Hints & Tips

- The Slap Fight, early in the game, controls the speed of Moe's hand in other events. Practice so you can stay in control of your next selection.
- The 180 squares on the board never change. Learn which of the squares have the most money to offer, and aim for them in future games.
- The Stoogeville street is very long, but try to get as far down it as you can. A surprise awaits those players who make it to the last square.

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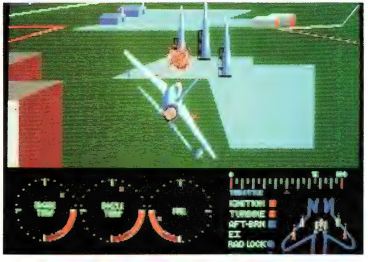


2

Thud Ridge

It's 1968. At home, Robert F. Kennedy is campaigning for President. Eugene McCarthy, running on an anti-war platform, is about to upset President Lyndon Johnson in the New Hampshire primary. Martin Luther King is in Memphis to give a speech. And the Beatles are releasing the White Album.

But you're not at home. You're in Vietnam, a U.S. Air Force pilot, part of the "Wild Weasels" — a squadron of F-105 Thunderchief fighter-bombers. Your main concern isn't the turmoil back in the States. You are worried about the Soviet-made MiG jets and surface-to-air missiles (SAMs) you must face each day as you fly your "Thud" against targets around the North Vietnamese capital of Hanoi.

Thud Ridge — nicknamed after the mountain range leading directly to Hanoi — is part flight simulator, part action game. The emphasis is on action, so you shouldn't find your Thud too difficult to fly, especially if you have experience with other flight simulators. You can choose from several missions, including air combat, bombing and strafing ground targets, and even dropping leaflets and *Life* magazines for the POWs imprisoned at the "Hanoi Hilton."

Thud Ridge is an interesting simulation with excellent graphics, especially in EGA mode.

Screens Shown

1 If you can destroy this bridge, you'll disrupt the flow of men and weapons into South Vietnam.

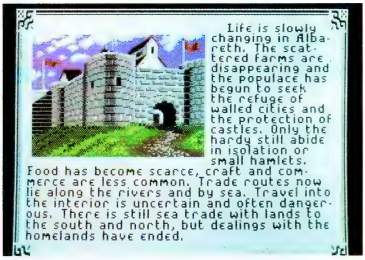
2 SAMs (surface-to-air missiles) are a major hazard, so knocking them out is a dangerous, but vital, mission.

Product Information

IBM, Tandy, and compatibles; 512K minimum; CGA, EGA, or Hercules graphics; joystick optional; 3.5-inch disk available. Three-Sixty.

Hints & Tips

- Check the map view often. It is an invaluable — if somewhat unrealistic — aid to navigation.
- Until you gain combat experience, let the program select which armaments you should carry on your Thud.
- The afterburners boost your speed, but use them sparingly. Otherwise you'll burn up your engine.


Life is slowly changing in Albareth. The scattered farms are disappearing and the populace has begun to seek the refuge of walled cities and the protection of castles. Only the hardy still abide in isolation or small hamlets.
Food has become scarce, craft and commerce are less common. Trade routes now lie along the rivers and by sea. Travel into the interior is uncertain and often dangerous. There is still sea trade with lands to the south and north, but dealings with the homelands have ended.

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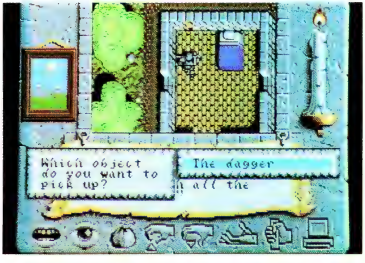


2

Times Of Lore

In the world of fantasy role-playing games, one-character adventures are rare. Most games have you control anywhere from four to eight characters, each with different characteristics, skills, magical abilities, and possessions. All this variety takes a lot of keeping track of, and not everyone wants to bother.

That's what makes *Times of Lore* so appealing. You have only one character to control here, and controlling him/her is quite easy. Gone are the lengthy combat sequences and the hit point tables we've come to expect from fantasy role-playing, and gone as well are the lengthy lists of equipment. In their place we have an elegant, playable system, without some of the richness of the bigger games but enjoyable nevertheless.

Your goal is to find and recover the Tablet of Truth, the Foretelling Stones, and the Medallion of Power. To do so, you must travel the Kingdom of Albareth, defeating monsters, meeting helpers, and fulfilling great quests. Much of your task is hidden from you at the beginning, with characters in taverns and on the roads providing you with the information you need.

Times of Lore's display is an overhead three-dimensional one. The world is large and quite heavily populated. Even so, the game is eminently playable, a fantasy role-playing game you can actually finish.

Screens Shown

1 The situation in Albareth grows worse.

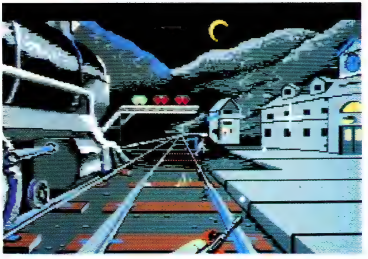
2 You have a wide variety of options in the game.

Product Information

IBM, Tandy, and compatibles; 256K minimum memory; CGA or EGA graphics required; joystick optional. Origin.

Hints & Tips

- The man at the bar in which you start the game has information that will help you. But be sure to activate the talk command first.
- Talk to the hunter in the woods towards Rhyder. Follow his advice by following the path through the woods north of the pool.
- Once you have the foretelling stones, come back to Eralan and follow the instructions. You will end up with access to several other buildings.



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2

The Train

The romance of the World War II French Resistance takes center stage in Accolade's *The Train*. Your mission as a Resistance fighter is to hijack a Nazi train and return its cargo to France. The cargo, you see, consists of the most precious art treasures of France.

The first step is to capture the train. Here you must shoot the lights out of the rooms in the train station where snipers wait to pick you off. At this point, you are providing cover for your co-fighter Jacques to reroute the train and allow you to hijack it; if you succeed, you'll find yourself on the train.

Once aboard, you must drive the thing. Now, modern diesels are all well and good, but WWII trains used coal for fuel and built up an enormous amount of pressure. You have to release steam at the right points, shovel coal at the right times, and engage the wheels and go forward.

That's the first step. After this, life gets tough. From the station, you must guide the train through German-occupied France towards a rendezvous with Allied forces at Normandy. There are enemy strafings to live through, enemy-occupied bridges to get past, and enemy railroad stations to capture.

Naturally, you're not alone. The entire French Underground is trying to help you, and you can use captured radios to have them perform functions like taking upcoming bridges and capturing nearby stations. Even so, you will have to plot your course carefully.

Screens Shown

1 Snipers wait in the lighted windows. Shoot quickly, because if you don't you'll be quickly hit.

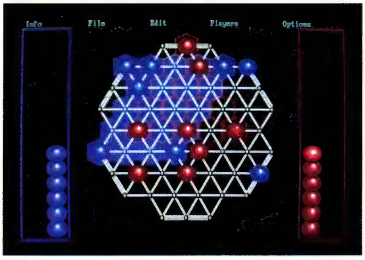
2 The enemy attacks from all directions.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory for EGA, CGA, and Hercules MGA; 512K memory for Tandy 16-color; joystick recommended. Accolade.

Hints & Tips

- When capturing the train, you have a reasonably amount of time to adjust your sights before the enemy starts shooting.
- Learn to master stopping at bridges and shooting at the enemy boats. This is perhaps the most difficult aspect of play.
- Use your Resistance co-workers to help your progress. If you find the bridges tough, get them to take them out.



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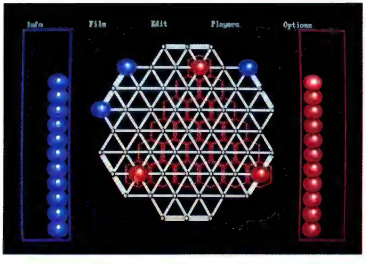

2

TRIANGO

Triango is a unique game that combines the strategy of chess with the ancient oriental game of Go. It is played on a special triangular grid of 21 intersecting lines. Within the grid there are 55 points where the lines cross.

At each turn, a player can place one of his colorful gem-like stones on any empty point. The objective is to form a triangle. If opposing stones lie within your triangle, they are captured. Captured pieces are removed from the board, thus freeing up your stones for more play. The winner is the last player who can place a stone.

Since there are triangles within triangles, *Triango* leads to many of the quick reversals found in the game Reversi (Othello). For even more fun, you can have up to four players at once. One player can be the computer, which can play at five skill levels.

A mouse comes in handy for selecting points, but the cursor keys work, too. You can take back any move, so it's easy to try "what-if" scenarios. Also quite useful is a feature that outlines triangles on the board. If you want a real challenge, however, turn off this feature and rely exclusively on your mental powers.

SCREENS SHOWN

1 The computer has captured most of the board.

2 After completing a triangle, your territory is outlined.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 256K minimum; CGA or EGA color graphics or Hercules monochrome graphics. California Dreams.

HINTS & TIPS

- Press the Ctrl key to interrupt the computer's thinking and force it to make a move.
- Since losing to a computer isn't good for the ego, try playing against a friend until you improve.
- Use the HINT command to let the computer evaluate your position and recommend a move.

1

2

Trump Castle: The Ultimate Casino Gambling Simulation

Two major computer industry trade shows are held in Las Vegas every year: Fall COMDEX and the Winter Consumer Electronics Show. Not surprisingly, after returning from these shows, many software designers say to themselves, "Hey! Why not create a casino game?"

Although most of them soon return to other projects, apparently the folks at Capstone followed through. They have created a thorough, enjoyable package containing the best-known casino games: blackjack, roulette, craps, keno, video poker, and slot machines.

The games follow well-known casino rules, and the manual teaches you how to play each game if you don't already know how. You start with $10,000, and the amount you have left at the end of the game is saved on disk for future play (unless you reset it to $10,000 again). This helps you feel like your play money is actually worth something.

You may prefer to use a mouse with this game, since it's designed for "point and click" operation, but it works fine with the keyboard as well.

Screens Shown

1 Video slot machine is fun and easy to play—but not so easy to win.

2 The odds in roulette are with the house. So be careful how much you bet.

Product Information

IBM, Tandy, and compatibles; 256K minimum; CGA or EGA graphics.
Capstone/Intracorp.

Hints & Tips

- You might want to use a strategy guide to casino gambling with this game if you want to play like a pro.
- Use the keyboard controls along with the mouse for faster game play.
- You can copy the game onto a hard disk, but you still must enter a "secret code" to play the game.

1

2

Screens Shown

1 You'll be battling against Death itself in the train station. Use the items you got on board the train.

2 No sooner are you through the doors of Duvall's Toy Store than you find yourself on a jungle battlefield.

Product Information

IBM, Tandy, and compatibles; 128K minimum memory; VGA, EGA, CGA, Tandy 16-color, and Hercules graphics. First Row Software.

The Twilight Zone

Prepare to travel through another dimension in *The Twilight Zone*. Just as in the 30-year-old cult series, this game has twists and turns around every plot corner.

Primarily a text adventure, *The Twilight Zone* is divided into different scenarios. You'll start from your bedroom, but you'll have to explore your whole neighborhood. It may sound tame, but don't be lulled into a false sense of security. You might enter a toy store, only to end up on a jungle battlefield.

The best way to succeed is to explore the perimeter of your neighborhood and to map your progress. You have to give directional commands to get anywhere, so it helps to know where you've come from as well as where you're going. "Go south," for example, will help you beat a hasty retreat, but "go back" won't.

While you're exploring, don't forget to pick up any item that might prove useful -- as well as a few that might not seem necessary. You won't need a tricycle, but a loose brick might come in handy.

Fans of the science-fiction series will notice some similarities with this *Twilight Zone*. Trains bound for nowhere, doors that lead into another time or place, and aliens who may be friend or foe are all pieces in the *Twilight Zone* puzzle. So, quick, get started. What's that signpost up ahead?

Hints & Tips

- Be sure to examine or read every item you find. A shortcut to picking up items is the command "take all."
- In scene four, you'll have to answer riddles to complete the king's quest. Always enter the door that comes first in the description.
- If you're familiar with Richard Connell's short story "The Most Dangerous Game," you should succeed in the island scenario.

Ultima V: Warriors Of Destiny

In this, the fifth adventure from the land of Britannia, Lord British, beloved ruler of the country, has been lost while exploring the newly discovered underworld. His scribe, the sole survivor of the expedition, tells terrible tales of ebony octopi, underground waterfalls, and huge bats with deadly talons.

Blackthorn, a heartless and ambitious man, has taken over the throne. His tyranny is much resented and his fierce law of ethics, which includes fighting to the death if challenged or facing banishment and losing your tongue for telling a falsehood, has caused the demise of many.

You must find out what has happened to Lord British. Traveling in the living world of Britannia — the inhabitants will go about their daily lives, and the sun and twin moons will rise and set each day — you can converse and trade with everyone around you.

In the 30 multi-level villages and buildings, you can carry out advanced commands, including mix, jimmy, and yell. Weapons such as flaming oil, a crossbow, and a two-handled axe are yours to master. And you can cast spells to repel the undead, to cause an insect swarm, or summon a flame wind. But only time will tell if you're stong enough to depose Blackthorn.

The *Ultima* series is justifiably popular, and this adventure is a welcome addition.

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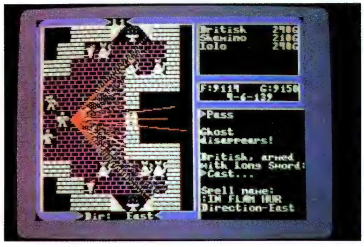


2

Screens Shown

1 Asking the right question at a wishing well could mean extra powers.

2 Don't experiment with magic spells when you're sure what they will do — some can be very powerful!

Product Information

IBM, Tandy, and compatibles; 256K memory; EGA, 16-color Tandy, CGA, or Hercules graphics. Origin Systems, Inc.

Hints & Tips

- Scribe Remoh's account of the first expedition into the underworld is full of clues on how to kill beasts and get out of sticky situations.
- Be careful when sailing to islands. There are perilous coastlines, horrendous monsters, and cut-throat pirates lurking everywhere.
- The 24-syllable language of magic is very powerful. Don't use it indiscriminately. Assembling phrases at random is dangerous.

1

2

Screens Shown

1 Lock onto your target and let your computer fire torpedos at the enemy.

2 When visibility is limited, study the maps to hold your course.

Product Information

IBM, Tandy, and compatibles; 256K memory; EGA, CGA or Hercules monochrome graphics. ActionSoft Corporation

Up Periscope!

You are the commander of a fleet-class submarine during World War II, keeping an eye out for the enemy in the Pacific theatres. Navigate around islands and land masses, and search for enemy freighters, tankers, troops ships, and destroyers.

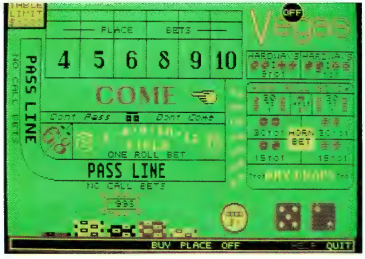
In *Up Periscope!*, you can follow any of 14 historic simulations or just patrol the Pacific on your own, stirring up trouble of your own devising. Your submarine is equipped with surface and attack radars, a variable-power periscope, and the important Torpedo Data Computer. You have one deck gun plus several different types of torpedos, some new and largely untested. Seven auxilary screens will give you contact with the bridge, damage reports, or other key information.

If you need a practice run, head back to New London, Connecticut for torpedo and gunnery practice. There are peacetime and war patrols waiting for you back in the Pacific. There's danger there as well. Enemy ships will try to ram you or blow you out of the water with depth charges. You also have to watch your navigation skills so you won't run aground on an uncharted island.

Choose your officers' ranks and experience, your days at sea, sub features from reliability to hull design, and tactical considerations, then raise your periscope and play.

Hints & Tips

- If you get into a tight spot, try diving deep and dumping some fuel by pressing "R." With luck, the enemy will believe you've been sunk.
- If you are severely damaged and are submerged, you can use the "emergency surface" feature (shift and "W"), but only once per mission.
- Be careful when using active sonar. It is necessary to determine the range of any target, but it also tells the enemy your position.



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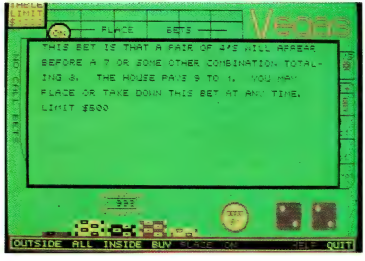

PLACE
BETS
Vegas
THIS BET IS THAT A PAIR OF 3'S WILL APPEAR BEFORE A 7 OR SOME OTHER COMBINATION TOTALING 8. THE HOUSE PAYS 9 TO 1. YOU MAY PLACE OR TAKE DOWN THIS BET AT ANY TIME. LIMIT $500
NO CALL BETS
OUTSIDE ALL INSIDE BUY
QUIT

2

Screens Shown

1 Move the pointing hand with the cursor keys to select your bet, then place it on the table.

2 The big win awaits the outcome of the next roll.

Product Information

IBM, Tandy, and compatibles; 256K minimum; CGA/EGA color graphics or Hercules monochrome graphics required. California Dreams.

Vegas Craps

Although craps is often incorporated in a casino gambling package, it makes sense to publish a stand-alone, full-featured version of this complex and fascinating dice-gambling game. If you play well, craps is the only gambling game with odds slightly in your favor. And, if you plan to play for real someday, *Vegas Craps* is a good way to practice.

Are you familiar with terms such as Come, Don't Come, Hopping Hardways, Horn High, or Snake-Eyes? If not, don't worry. A 30-page manual included with *Vegas Craps* serves primarily as a tutorial.

For starters, bet on Pass, the simplest option. If the shooter rolls 2, 3, or 12, you crap out (lose). You win on 7 or 11 (a natural). Any other roll is the shooter's point, and the shooter continues to roll until he gets the point (in which case you win), or until he rolls a seven (in which case you lose).

Now you know why you need the manual. But don't be put off by the complexity. The variety keeps the game fresh, and using various betting options, you can lower the house's advantage. Craps is one of the most popular games in Las Vegas. With *Vegas Craps*, you own the whole shootin' works.

Hints & Tips

- You must know the odds if you want to win consistently. See pages 26-27 in the manual.
- Consult the keyboard reference card for quick access to game play and betting features.
- Don't lose the copy protection card, which contains codes you need to enter at the beginning of the game.

1

2

Vegas Gambler

A rat-a-tat sound grabs your attention as you enter the casino. Some lucky Joe just won big at a slot machine, and the shiny silver coins keep pouring out. All around you, the showtime music and glittering lights are calling your name. Your wallet feels heavy, loaded with cash, and you're eager to see it bulging ever bigger.

Vegas Gambler is a colorful, musical, full-featured casino gambling game. Using true Las Vegas odds, it includes blackjack, video poker, a slot machine, and a roulette wheel.

At the slot machine, you can bet up to five coins and read out your wins on the payline(s). You can play the dealer in blackjack, but watch the card-counting — the house plays with a four-deck shoe. Video poker is fun and easy: Just choose which cards to keep, and deal the rest. A pair of jacks or better pays. Got a lucky number? Cross your fingers, lay your chips on the table, and spin the roulette wheel to win up to 36 times your bet. But don't go bust, or you'll have to take out a loan — and that's not too lucky in Las Vegas!

Screens Shown

1 Should you keep the queen?

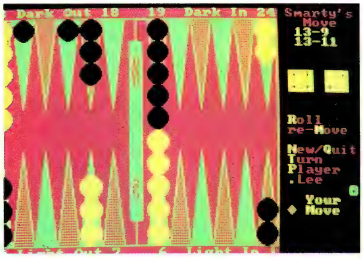
2 The slot machine is colorful, and — if you're lucky — lucrative.

Product Information

IBM, Tandy, and compatibles; 256K minimum; color graphics or Hercules monochrome graphics. California Dreams.

Hints & Tips

- Learn the odds. Five coins in slots gives you five ways to win, but you also lose money five times faster.
- You may have to clear your bet to change it; otherwise, your first bet is used throughout the game.
- As in Vegas, the odds are against you, so generally you'll lose money. If not, take your system to Vegas.



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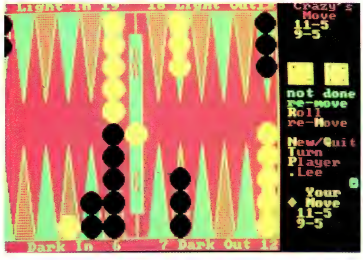


2

Video Gammon

Grab the dice and go for double sixes! You'll need 'em if you're playing against Smarty. Smarty is one of the "artificially intelligent" backgammon opponents you can play in *Video Gammon*. He plays a good, strategic game. But Crazy plays an aggressive, risky game. And Whimpy plays a conservative, careful game.

In addition to three distinct computer opponents, *Video Gammon* offers a full slate of features. All are accessed via convenient keyboard controls, and the most-used keys are displayed on the screen. A help key displays complete documentation, on demand.

Video Gammon observes all backgammon rules and conventions, including the use of the doubling cube, which can add an extra level of strategy to the game. The manual teaches you how to play backgammon, and includes some tips on strategy.

You can set up special board positions for practice or Acey-Deucy, and you can enter your own dice rolls if you like. If you make a mistake, you can take back your move with a keypress. You can turn the board around to switch sides, ask for advice on what to move next, and even check to see who's winning so far. You can even make the computer play against itself!

Screens Shown

1 This single checker (a "blot") is quite vulnerable to capture.

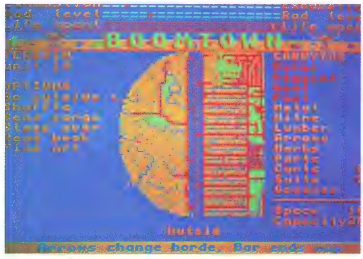
2 The program inverts the game board when you press T (for Turn).

Product Information

IBM, Tandy, and compatibles; 256K minimum; color graphics or monochrome display. Baudville.

Hints & Tips

- Choose "Our Move" to play against all three computer opponents: Smarty, Crazy, and Whimpy.
- After rolling the dice, press Ctrl-R to freeze them at double six. Then use the cursor keys to enter your own dice roll.
- Page 12 in the manual has some good strategy tips. You might want to buy a backgammon guidebook to sharpen your skills.



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2

Visions Of Aftermath: The Boomtown

Ever wonder what it would be like to live in a world devastated by nuclear warfare? A desolate place where just walking outside is extremely hazardous, and rebuilding any kind of civilization is an almost insane dream?

Welcome to *Visions of Aftermath: The Boomtown*. Not exactly a game, *Aftermath* is much closer to an exercise in surviving the terrors and the rigors of post-holocaust life. No mutants here, and no special weirdies about: just a steady stream of day-to-day survival, with your ultimate goal the recovery of some of the good things of the world you've lost.

To survive, you'll have to find food and water; plant crops; find healing herbs; and dig up any old scrap metal you can locate. Then hole yourself up during the electrical storms or the freezing winters, and read every book you can get your hands on. Eventually, you'll use your book learning to construct some of the amenities you never thought you could do without.

You even create the world you want to inhabit. Jungle, desert, rivers, swamps, all are possible. So, too, is a complete wasteland. Then you decide between the Greenhouse effect and Nuclear Winters, and whether you want to meet and negotiate with hordes.

An impressively rich game.

Screens Shown

1 Your shelter is your oasis. Don't lose it.

2 At the end of each month, your success is measured.

Product Information

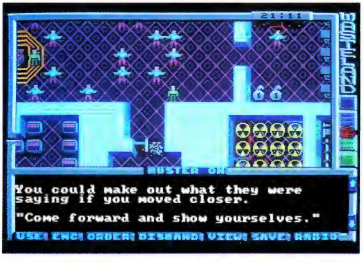
IBM, Tandy, and compatibles; 256K minimum memory; CGA or EGA graphics. Mindscape.

Hints & Tips

- Start with Virginworld, then try a few years in Suburbia. Leave Wasteland and Aftermath worlds until you know exactly what you're doing.
- Head for the rivers, where you can find meat and water. Cut down trees for fuel. Plant vegetables all around your shelter.
- Keep close watch on the Exhaustion, Radiation, and Life tracts at the top of the screen.

05:59
ROSTER ON
strayed from the sacred path! Stray
again and pay the price!"
From each of the corners of the grid,
fortified structures bearing
tremendous laser turrets rise through

1



2

WASTELAND

Wasteland is a richly detailed role-playing game set in the southwestern U.S. following a nuclear war early in the 21st century. Although it's easy enough for beginners to play, the game is designed to offer plenty of depth and innovative game play for experts as well.

Wasteland was developed by InterPlay Productions, the same group that created the popular *Bard's Tale* adventure series. As in the *Bard's Tale*, you create a party and set off on a quest or mission. But in *Wasteland*, you're facing a radioactive landscape full of mutants and other strange inhabitants. You carry pistols, rockets, submachine guns, and laser weapons, and you develop your characters' collective as well as individual skills.

Along with the other Desert Rangers, your goal is to help rebuild civilization and stop the marauding mutants. You'll quickly discover that *Wasteland* has fascinating features. For one thing, it is a "permanent" fantasy world — changes and decisions you make remain in effect when you play later. If you use or destroy something, it won't suddenly reappear later for your use. *Wasteland* is designed so players can return to the world later and explore the areas they missed earlier.

SCREENS SHOWN

1 If you conquer the Chessboard of Death in fewer than 30 steps, you can reach the Island of the Blood Priest. Lucky you.

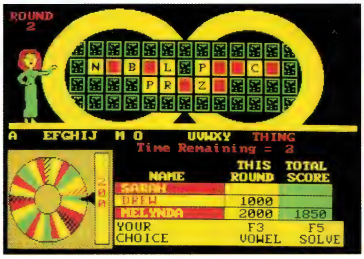
2 If you plan to take on the Base Police in Darwin, make sure your party has plenty of body armor.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, or Tandy 16-color graphics; mouse optional. Electronic Arts.

HINTS & TIPS

- There are many puzzles, subplots, and characters. You must learn when to split your party so that two tasks can be carried out simultaneously.
- You will need exceptional swimming skills, or a rope, to cross the deadly currents in the sewers of Las Vegas.
- A "Paragraphs" booklet that comes with the game gives you additional information and hints as you play.



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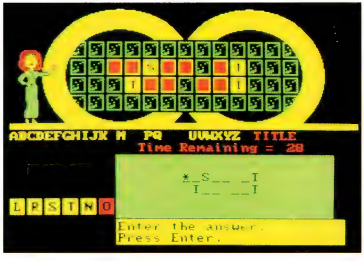


2

Wheel Of Fortune: New Second Edition

Spin the wheel, solve the phrase, win a fortune. Just like on TV.

The nation's most popular game show is back on disk with a second edition. It includes more than one thousand new phrases, titles, people, and events to puzzle out. The children's game "Hangman" was never as exciting as *Wheel Of Fortune*. You can play one or two friends, or let the computer choose opponents for you.

In three rounds, you could land on bankrupt, free spin, or the $5000 space on the wheel. Choose a consonant or buy a vowel and watch the attractive hostess in an evening dress teeter on her high heels to turn the letters for you. The letter board runs across the screen and, as each letter is chosen, it disappears. When your turn comes, you are offered the choices of spinning, buying a vowel, or solving the puzzle.

If you defeat your opponents, you'll earn a place in the bonus round. Choose five consonants and a vowel for the pre-selected final puzzle and, if you guess correctly, you'll "win" one of four fabulous (though not included) prizes.

Screens Shown

1 Drew only has vowels left in this round 2 puzzle.

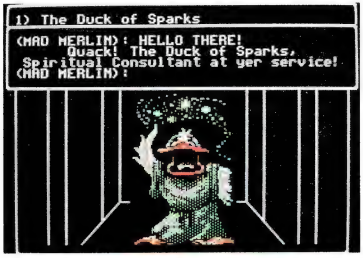
2 Time is running out to fill in the answer in the bonus round.

Product Information

IBM, Tandy, and compatibles; CGA and Hercules monochrome graphics. Sharedata

Hints & Tips

- Don't waste money buying vowels if you're playing the computer. Your opponents will probably do it for you.
- Don't always choose "E" in the bonus round. Two-letter words rarely have an "E," and four-letter prepositions probably include "O."
- The ten most common letters used in English language are, in order of frequency: E, T, A, O, N, R, I, S, H, and D.



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2

Wizardry V: Heart Of The Maelstrom

Whether you're a first-time computer adventurer or an experienced *Wizardry* fan, you'll find *Heart Of The Maelstrom* a fascinating and brave new world to explore. Sir-Tech has added a host of new features to its excellent gaming environment. And, importantly, this is the first *Wizardry* since the original that stands entirely on its own. There's no previous experience required. While you can import characters you've created in earlier *Wizardry* games, you can also easily start from scratch.

Other important changes are improved and enlarged graphics displays, greater interactivity among characters, a total of 60 magic spells including dozens of new ones, weapons that have various ranges, quests within quests, and much more.

As in earlier *Wizardry* games, you assemble a band of six adventurers and set out to explore a huge maze. Your main quest is to find the Gatekeeper who is being held captive at the heart of the maelstrom by the Evil Sorn. You and your band must solve puzzles, find hidden items, pick locked doors, overcome monsters, and use magic wisely. And, as is true of all of the best fantasy role-playing games, you and your characters advance in experience, wisdom, and knowledge as you move through this adventure world.

Screens Shown

1 Mad Merlin might learn something by talking to the Duck of Sparks.

2 Powerful spells can conjure up powerful demons.

Product Information

IBM, Tandy, and compatibles; 128K minimum; CGA card, color monitor optional; 5-1/4" and 3-1/2" available. Sir-Tech Software

Hints & Tips

- You must teach your characters to swim progressively deeper in the pools of water you find. There are things there both good and bad.
- If you're summoning monsters, such as Greater Demons, but ending up with Bleebs, your magic user needs more practice.
- As you move through the maze, look for subtle hints about the whereabouts of hidden items that your adventurers will need.

1

2

World Class Leaderboard

Pick up your favorite putter and head out to the links with *World Class Leaderboard*. You'll need concentration and skill to bring the ball from the tee to the green. See if you've got what it takes.

You have a choice of four top golf courses, including St. Andrews in Scotland, Doral Country Club in Florida, and Cypress Creek in Texas. In addition, the Gauntlet Country Club has been designed just for *Leaderboard*, with a 6443-yard course (par 72) full of challenging sandtraps and water hazards.

Pick one of three playing levels — kid, amateur, or professional. One to four players can choose medal play for singles or partners; match play for singles or partners; or best ball for partners. There is also a practice putting green and driving range. A game can be from 18-72 holes, and the Course Editor allows you to select the holes in any playing order you want.

You choose your club and distance, along with a hook, slice, or putt shot. Worried about what lies ahead? You can get an overhead view of any hole at any time.

World Class Tournament Disk #1 is in the works, with four extra courses to conquer.

Screens Shown

1 The difficult Gauntlet Country Club was designed especially for World Class Leaderboard.

2 Pick your club carefully to hit the green, not the bunkers or the water.

Product Information

IBM, Tandy, and all compatibles; 256K memory; EGA, Tandy, VGA, MCGA, CGA, or Hercules graphics; joystick and printer optional. Access Software, Inc.

Hints & Tips

- If you get caught in a bunker, grab an iron or pitching wedge and hit ball within two bars of center on the indicator. It will fly straight out.
- Hooking and slicing can sometimes work to your advantage. Find out the times when you need to use them, such as in very windy weather.
- Double check that the club you want to use is the one the computer has displayed. Sometimes when choosing direction, the club will change.

Use toilet paper in sink
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use
wallpaper map fish bowl
book kazoo

1

Ancient Incan Bird Feeder:
Fill only with dry bread crumbs.
Game paused, press SPACE to continue.
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use Switch
small key stale bread
open tool kit monkey wrench

2

Zak McKracken And The Alien Mindbenders

Journalist Zak McKracken, valued employee of the tabloid the *National Inquisitor*, is hot on the trail of a story involving a ferocious two-headed squirrel. But he ends up uncovering a sinister alien plot to turn the entire population of Earth into idiots.

With the stupidity epidemic already taking hold, Zak has to track down two Yale coeds and a spirited medium to help him discover the extraterrestrials, who have infiltrated the phone company. They must collect clues, items, and ancient artifacts from San Francisco, Miami, Seattle, Stonehenge, Katmandu, Mexico, Peru, Atlantis, Egypt, Africa, Mars, and, of course, the Bermuda Triangle. It's a race against dumbness to unplug the stupidity machine.

Just as in its popular predecessor, *Maniac Mansion*, playing *Zak McKracken* means controlling different characters, each with different talents. It means collecting everything you see and then finding use for a yellow crayon, a piece of torn wallpaper, or a wet suit with invisible gloves. And it means jokes, sight gags, and dozens and dozens of puzzles to figure out over dozens and dozens of hours of play time.

Screens Shown

1 Create a distraction so you can search the plane for items you'll need later.

2 If you already have a loaf of bread in your inventory, you can make your own bread crumbs.

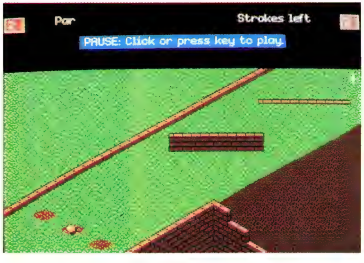
Product Information

IBM, Tandy, and compatibles; 256K memory; CGA, EGA, VGA, MCGA, or Hercules graphics; joystick and mouse optional. Lucasfilm

Hints & Tips

- Two keys to success are picking up absolutely everything you see (they *will* come in handy) and reading the *National Inquisitor* very thoroughly.
- Having trouble waking the bus driver? He's a very hard sleeper, but maybe a tune would wake him. You can't play the guitar, so try a kazoo.
- The stewardess on the flight to Seattle just won't let you search the overhead bins. Create a disturbance in the kitchen area to keep her busy.

1



2

Zany Golf

So you think you're a whiz at miniature golf? You might not be so cocky after a few rounds on the demented links of *Zany Golf*, the ultimate wacky-golf course, billed by its designers as "part fantasy and part nightmare." Using the PC's power to generate convincing simulations of things that would be impossible in real life, *Zany Golf* gives you nine funny, wild, imaginative holes, each one a virtual arcade game in itself.

Putt through pulsating bumpers and flashing lights on the Pinball Hole. Evade laser beams, particle rays, and transporter pads on the vexatious Energy Hole, where golf balls have been known to suddenly evaporate in a cloud of sparks. Or, for a real challenge, try to shoot beneath the bouncing hamburger on Hole Two.

Structured so that each successive hole is wilder and more challenging than the last, *Zany Golf* awards progress for good strokes, bonus strokes for fancy putts, and rude termination for incompetence. You do get one break, however: in the unlikely event that you finish a hole below par, your unused strokes get carried forward to the next hole. *Zany Golf* also boasts crisp, witty graphics and a lively musical score. For one to four players.

Screens Shown

1 The best way to get in under the flopping burger is to rebound at the right angle off the ketchup bottle.

2 On hole three, your best shot is to ricochet the ball off the third of these three moving walls.

Product Information

IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, or Tandy 16-color graphics required; joystick or mouse optional. Electronic Arts.

Hints & Tips

- In addition to a regular bonus, you can get extra points for smacking the little Tinkerbell fairy with your golf ball.
- If a clock and four balls appears on the screen, you're on the bonus timer. Make your putts as quickly as possible.
- If your ball is hidden behind an obstacle, press <home> and the computer will line up the putt for you

1

2

ZOOM!

Little Zoomer has his work cut out for him. His sole purpose in life is to dash around maze-like grids, following the perimeters of boxes to fill them in.

But there are a lot of critters on the prowl, ready to defeat Zoomer. The Jaggernauts are giant mouths that always stay close. Wormlets erase the lines that Zoomer has already filled in, Angleheads slow him down when he crosses their path, and Spheroids roam the grids just waiting to cause trouble. But Zoomer isn't always merely chased. He can be swallowed up by a black hole that suddenly appears in his path as well.

Not *everything* Zoomer encounters is dangerous. Special icons appear at random, including candy to give him a burst of speed; glue to slow down his enemies; money for bonus points; ice cubes to freeze the monsters in their tracks; apples to fill in as many as four boxes; magic potions to make him invulnerable; and a rocket to blast him onto the next grid. There's also a "?" that could be any of the other icons. In addition, it could give him an extra life — or take a life away.

Each grid seems a little harder than the one before, so by the time you reach the fiftieth and last, you'll really need to zoom to finish. For an added treat, try a simultaneous two-player contest.

SCREENS SHOWN

1 If you pick up an apple icon, one to four blocks will fill in automatically around it.

2 Only pick up a "?" icon if you need to get an extra life.

PRODUCT INFORMATION

IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, or Tandy 16-color graphics; joystick optional. Discovery Software.

HINTS & TIPS

- The "?" icon is just as likely to kill you as give you an extra life. So don't risk dying by picking it up when you still have three lives.
- Finishing two boxes at once will earn a double score for all boxes completed afterwards. Try to complete two boxes with your first moves.
- When you're working on mazes with black holes, be careful when you pick up icons. Often they're placed on top of a black hole.

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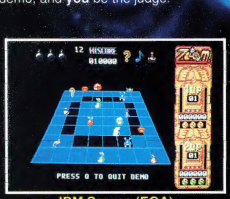

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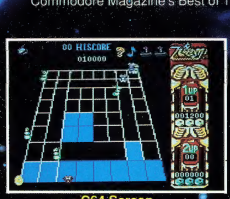

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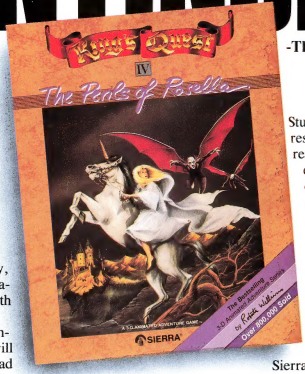

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